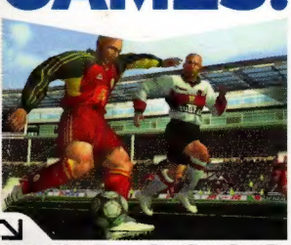
No.1 FOR PLAYSTATION 2®

PSM2

NEW GAMES!



FIFA 2002

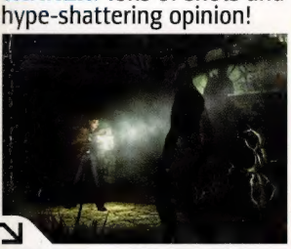
SHOCKING! How EA are changing the face of footie.

TWISTED METAL: BLACK

IT'S IN! The PSM2 verdict on America's No.1 game...

TEKKEN 4

WINNER! Tons of shots and hype-shattering opinion!



ALONE IN THE DARK

FEAR JERKING! First play of PS2's evil new horror.

"We get to the bottom of sloppy PAL conversions."
PSM2's border terriers – pg25

"Tidus rocks Japan!"
FINAL FANTASY 10
Launch Report – pg22

Burn, Hollywood! *Burn!*

STUNTMAN

Get mangled in an action movie of your own making with PSM2's world exclusive.
We dare you to walk away from this one...

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GT3

We'll make you an expert in two hours!

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NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2

PSM2 COVER GAME! PG14

STUNTMAN: Our massive ten-page exclusive on the game that took this year's E3 by storm starts on pg14.

YOUR QUICK FLICK GUIDE!

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What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

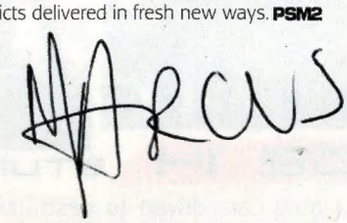
No.1 FOR PLAYSTATION 2
PSM2
NEW GAMES!
"We get to the bottom of sloppy PAL conversions." PSM2's border terriers – pg??
"Tidus rocks Japan!" FINAL FANTASY 10 launch report – pg??
FIFA 2002
TWISTED METAL: BLACK
ALONE IN THE DARK
Burn, Hollywood! Burn!
STUNTMAN
Get mangled in an action movie of your own making with PSM2's world exclusive. We dare you to walk away from this one...
PRO TIPS
GT3
We'll make you an expert in two hours!

WHEN INFOGRAMES CHOSE PSM2 TO REVEAL STUNTMAN TO THE WORLD, WE COULDN'T REFUSE.

So it's with great pleasure that we present the very first play of *Stuntman*, and the world's first look at the game in action on our DVD. This is truly a significant moment – the first PlayStation 2 game from the team that brought you *Driver* is one of the most anticipated action games of 2002, and you, our loyal readers, are the first people *anywhere* to see it moving. Screenshots don't do it justice, do they?

Why did Infogrames select PSM2? We'd like to think it's because it's a magazine put together by people who care as passionately about PS2 gaming as the people who read it. Together we form a select bunch of gamers that're driving opinion, right? So take a look at our *Stuntman* feature on pg14 find out why you should be spreading the word about this game now.

If this is your first issue of PSM2, welcome. You've probably come by way of *GT3*, in which case turn to pg86 to get some expert tips to help you get the most from the game. You probably also won't notice the improvements we've started to make to the magazine you're holding. Stick with us over coming months for unrivalled verdicts delivered in fresh new ways. **PSM2**



Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE
PSM2

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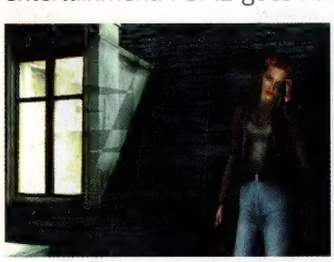
PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

コンテンツ

PAGE 14 STUNTMAN

And... *action*! Cars driven to destruction while the world explodes around your ears – all in the name of entertainment. PSM2 goes hands-on, bringing you new info, new shots and the first ever footage of the game!



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The creepy PSone best-seller weirds its way onto PS2.

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Pistol-packing and gunning for lightgun dominance.

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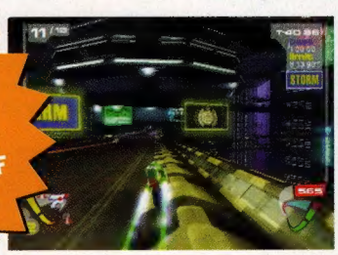

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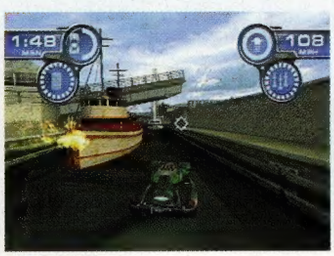

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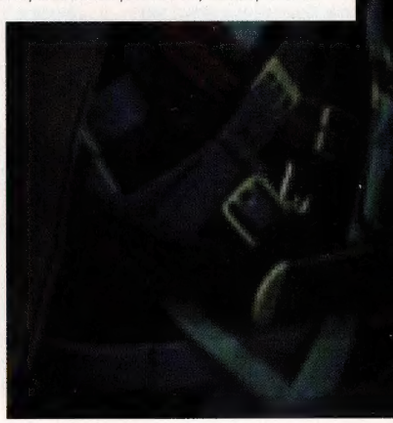
CITY CRISIS ..... **PAGE 61**
A city in flames and you're the only waterboy for miles.



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TWISTED METAL: BLACK ..... **PAGE 66**
Gothic autogeddon. The verdict on America's most-wanted.

SILENT HILL 2 ..... **PAGE 40**
We go hands-on with the brand new demo of horror.

12 ON YOUR DVD

There's a smart mix of top quality game demos, tips and more on this month's packed DVD – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2

For more info pg12

HIGHLIGHTS INCLUDE:

Stuntman ..... Preview
Spy Hunter ..... Preview
WWF SmackDown! JBI ..... Preview
Twisted Metal: Black ..... Preview
Ephemeral Fantasia ..... Preview
Wacky Races ..... Tips

PAGE 24 FINAL FANTASY
At the last minute, our *Final Fantasy* launch report leaps to pg24 – but it's worth the wait, with news about *FF11* and everything...

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Day one, and the Japanese go crazy for the latest edition to Square's superlative series.

28 TEKKEN 4
PSM2 goes hands-on with the fourth generation fighter and considers the future port to PS2.

31 FIFA 2002
We get laced up in EA's funky new boots and find out whether their plans will give Konami pause for thought.

ISSUE #13
"OUTRAGEOUS"
The seasonal lull in the market draws to a close and already we're starting to feel the edges of a jam-packed autumn. Check out the biggest titles from the coming avalanche from pg32 onwards.

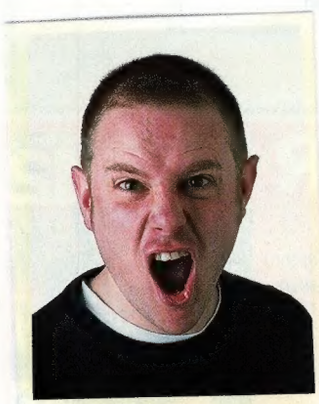
DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...

SURROUND VISION: It really is eerie having your peripheral vision filled with *GT3*'s lush surroundings. Shame it's a solo drive against the clock, though.

#13 EXPERIENCING GT3 IN FOUR-GRAND'S WORTH OF FULL BROADCAST MODE.

Track to the right of us, track to the left of us and – no, surely not – track in front of us. Any closer to the action and we'd be feeling the wind whistle round our helmets.



- **Name** Jonathan Bryant
- **Age** 31
- **Occupation** Deputy Editor, PSM2 Magazine

Back in PSM2#10 we brought you news of how to get *GT3*'s outstanding i-Link Battle mode up and running. Now, flying in the face of cost and risk to our spines, we reveal yet another of the technological wonders throbbing under the bonnet of Sony's classic. Gentlemen, start you engines and prepare to go live.

Christ, that's a lot of kit. How much would it set you back then?

Well, let's tell it like it is. Starting at the bottom you're looking at around £79.99 for a FireWire hub. Then there's the small matter of £24.99 for each of the three FireWire cables, plus £39.99 a pop for the games (running total: £274.93). Slap three PS2s into the equation (£1084.90) and of course three 26-inch widescreen TVs, and you're looking at something in the region of £3484.90. Listen to the distant sound of Sony's double fat cash register going kerr-ching.

At such an astronomical price, how can you warrant this as being a defining moment for PSM2?

Because it's something that no other console has ever managed to pull off before, because it looks beautiful and because this is the third time in as many months that *GT3*'s got us overexcited. It may well be an exercise in excess destined only to be experienced by those rich or dedicated enough to bring all the various elements together in one place at one time, but that doesn't make the end result anti-climactic. Far from it. Seeing the gloriously rendered tracks flow past on either side is one of those moments you'll be boring fellow gamers about for years while taking the Lancia Intergrale out for the largest burn of its life on Smokey Mountain is an unrivalled joy. So it may cost you your soul, and yeah you'll never meet another car out on the track, but (looks nervously at drying blood on contract clasped in cloven hoof) it's worth it to play *GT3*, super widescreen-style. **PSM2**

"AN EXERCISE IN EXCESS DESTINED ONLY TO BE EXPERIENCED BY THOSE RICH OR DEDICATED ENOUGH"

ALL FIRED UP: Retailing at £79.99, Belkin's hub is one of the few FireWire products to openly advertise the fact that it's i-Link compatible.

PREVIOUS PSM2 DEFINING MOMENTS

#01 TEKKEN TAG INTRO SEQUENCE
The first glimpse of PS2's awesome graphics engine.

#02 THE METAL GEAR SOLID 2 TRAILER
Hideo Kojima lays down a simply stunning challenge.

#03 WHEN YOU WANDER OFF-PISTE IN SSX
The massive gameplay potential of PS2's first killer app.

#04 SEEING THE DETAIL IN GRAN TURISMO 3
It's real! Christ, we've never seen anything like it.

#05 THE THIRD PLACE
David Lynch interprets Sony's vision with startling results.

#06 PLAYING METAL GEAR SOLID 2
Snaaaaake! Everything you heard... is true.

#07 HANDS-ON WITH STAR WARS: STARFIGHTER
Gameplay *and* graphics? It's a thing of beauty.

#08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
The sly smile; the looks of fear and concern; the *reality*.

#09 GORILLAZ ON MTV MUSIC GENERATOR 2
PS2 gets brushed with hipness. Sound.

#10 GETTING TO GRIPS WITH THE NTSC GT3
Racing victory's never been as hard or as sweet as this.

#11 NETSCAPE RUNNING ON PS2
Going global as Sony reveal their on-line set-up.

#12 FIRST LOOK AT TEKKEN 4
Taking hand-to-hand combat one kick further.

DON'T MISS
GAMES THAT DEFINE PS2...

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LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

STAR LETTER

"IT'S PROBABLY QUICKER TO CATCH THE BUS TO YOUR NEAREST GAMES SHOP"

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FREE PS2 GAME!

Here, in each and every issue of PSM2, the author of the Star Letter will be lucky enough to receive the PS2 game of their choice from those beautiful people at Game. Simply tag which title you'd like to the bottom of your letter and, if you're lucky, the folk at Game will be send a copy direct to your door. We're too good to you people. Now get writing...

Dear PSM2

Is it just me who sees the huge pitfalls with the move towards Broadband on-line gaming? All the magazines seem to rave about it as a massive positive change in the way we play games, but is it?

I think the real reason lies in media control. If the only way to get software is to download to your HDD, what do you do if it runs out of space? Do you have to re-download games in a juggler-esque fashion? Will you even be able to buy games outright anymore, or will it be a costly monthly rental scheme? When your HDD crashes what will have happened to your save games – to speak nothing of having to download them all again. Want to buy second-hand games from EB or make some money back on your old unused ones? Oh dear, you're out of luck. Imports? I really don't think so. Downloading a whole CD or DVD of data is possible over a Broadband connection – but even then it's probably still quicker to catch the bus to your nearest games shop, and come back again.

I read somewhere that Sony see all gaming content being streamed over the wire to consoles by 2005. So that's the end of gaming for gamers, then – I'm glad I still have my Saturn.

James Greenhalgh

Via e-mail

Our massive Broadband feature in PSM2#12 has caused a right ruckus – with two camps digging in, sharpening their opinion sticks and foaming at the mouth. We're remaining quietly optimistic that Sony's on-line strategy won't result in the death of the disc. Not *just* yet, anyway.

This is your chance to air your views on the hot potato of the moment:
What the hell are those huge borders doing on Onimusha, then? Eh, Capcom?

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

ALL RAND THE WORLD

Dear PSM2

In the PSM2#09 you asked for messages from zillions of miles away, so I guess the the southern tip of Africa counts.

We tend to get your brilliant mag about a month later over here, but does that stop me from buying PSM2? No way. One of the things I love about the mag is its layout – even a month or more after I've bought it I can still find the odd snippet that was missed first time around.

Over here a PS2 costs around R3,700. With your Pound being equal to around 1.2 Rands, it means we're paying around £330. Games cost around R500, which equals about £46. But, we only pay 36p for a litre of petrol. I hope the petrol in *GT3* isn't too expensive in the UK version.

Etienne Joubert

South Africa

Global a-go-go. Even with the now strangely stained and well-thumbed currency exchange card Dan got with his Drachma this year, we can work out that UK gamers aren't the worst-off people in the world. Spare a contemplative thought for Etienne next time the price of a game makes you cough up blood.

GUIDED BY MALADIES

Dear PSM2

I'm disappointed about the lack of games using the keyboard/mouse combination. I purchased my PS2 on the launch date with *TimeSplitters*, which, as you stated in your review, does kick ass, but I find the controls more than a little tricky. *Quake 3 Revolution* would've been a must buy if it wasn't for the fact that it was DualShock 2 only. I've played first-person shooters on the PC and stormed through them without a problem with the controls. This is why I don't understand why most developers have not allowed for both DualShock 2 and keyboard/mouse control. Please could you explain why this is, as everyone has their own preferences and the hardware is already available.

Dan Bazley

Via e-mail

The hot potato from PSM2#10 – like Blind Date – refuses to die. It's a matter of preference – mostly based on whether you're a PC user or not. The developers we spoke to have a simple answer – they design games for consoles, with console controls. But there are exceptions. We've been playing Konami's PC port of *Age of Empires 2*, and they've included all the USB options. Which, believe us, you'll be eternally grateful for.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

SMOOTH CRIMINAL

Dear PSM2

We just got our hands on a PS2 – better late than never – and as part of a bundle we got *Unreal Tournament* and *Tekken Tag*. So, on reading through the skimpy PS2 instruction manual, we were intrigued to read of the Driver options – settings for fast and smooth. Both *Unreal* and *Tekken Tag* have chosen to ignore these options. There's no reference in the games' manuals or the back of the disc box even mentioning these settings. I tried using the fast disc speed and the smooth setting on *Unreal*. I couldn't see any difference.

Why've Sony chosen to put these options into the console? Is there a real benefit here, just waiting for ultra-hard nut programmers to grab with both hands? Or is it something that'll just remain quietly tucked away in the small print of page seven of the PS2 manual, scorned by all software publishers ?

M Brown

via e-mail

Ah, what we've got here is a classic case of mistaken identity. The smooth and fast options are for use with PSone games only. *Tony Hawk's 2* looks particularly tasty with these switched on. Sorry, but not even an act of God could improve the framerate of *Unreal's* multi-player.

GUARANTEED-OFF

Dear PSM2

My PS2's died on me. The standby button and the CD tray won't work.

I received my PS2 last Christmas from my sweet wife who went to another province and stood in line for many hours so that I could have one on Christmas Day. Sony knew of the defect and yet they're still charging me $200 to fix it. Most companies give you a free defect fix when they screw up on this an item of this calibre. I'm mad because my wife feels that her present to me sucked. I'll get it fixed, but I'll most likely sell it to salvage some money.

I hope that your commitment to your readers will mean that this letter gets printed.

Hurt and betrayed

Canada

We're a bit confused over why you're being charged for repairs to your PS2. Sony's warranty should cover all parts and, if Sony decide it's the easiest thing to do, replace the whole thing. All UK PAL machines come with this guarantee for 12 months, we'd be surprised if this wasn't the case in Canada and North America. You haven't *modified* your PS2 at all? In which case you really are well and truly knackered.

NINJA SNAPS

Dear PSM2

I was reading through Rumour Control in your E3 special (PSM2#11) where you said that there was a one-in-ten chance of Meryl being the new ninja. I had a look through the screenshots and got thinking – what if Liquid was the new ninja? They brought Grey Fox back from the dead in *MGS*, so why not do the same for Liquid? It would definitely improve the storyline if he had to get his hand back.

Jamie Worthington-Jones

Shrewsbury

If Kojima-san intended to send the *MGS2* speculation machine into overdrive by submerging for six

WELCOME TO OUR WORLD – AN IDLE HOUR WITH PSM2.
The gentle clink of sherry glasses, the smell of leather chaffing against tweed and, of course dear reader, the brisk rub of your letters between our eager fingers. We just can't get enough. Keep em' coming...

months, it looks like it's already paying off. As for a comedy appendage hunt – we quite like the idea of that.

'BOT AI CALL

Dear PSM2

Red Faction's a corker – the vehicles, the weaponry and the scenery. The only thing I deplore is the AI, which appears to be absent. I mean, if I'm shooting at you and you engulf me in 400-degrees of heat from your flame-thrower, I'm not going to continue shooting you as if nothing's happened. You almost feel sorry for them enough to throw 'em a fire blanket and a tube of Savlon.

Michael J Marjoram

Herts

We found the AI in Story mode solid enough, with some smart touches thrown in. Our only real gripe is with the AI in multi-player, which is practically non-existent – we can see your point there, Michael.

HYPE BOMB

Dear PSM2

Having just read your excellent feature on E3 in PSM2#11, my doubts as to how *The Getaway* – a game I'm really looking forward to – is progressing are growing. The reason for these doubts can be attributed to the poor review score for *The Bouncer*. Pre-release hype built the game up to be a ground-breaking title, a game which would stretch the PS2's undoubted abilities. However, I seem to remember that there were no real gameplay details until it was virtually ready for release, which is when we found out it was crap. Sound familiar?

Is *The Getaway* heading for the same fate? Granted, the game looks amazing, but unless the gameplay's equally impressive those looks mean nothing. I may sound like an alarmist, but considering how long it's been in development, isn't the lack of information about how it plays worrying you guys?

Andrew Sebastian

Via e-mail

We've expressed our concerns before, Andrew. *The Getaway* wasn't playable at E3, and we're still to assess the mission structure.

BORDERING ON THE RIDICULOUS

Dear PSM2

I'd like to know your opinion, or if, indeed, you're aware of the horrible conversions which we PAL gamers are being showered with. With every conversion from NTSC to PAL – the two most noticeable examples being *Z.O.E.* and, more recently, *Onimusha*, the games aren't optimised to run in 60Hz and suffer from large black borders which detract from the game as a whole. Maybe it wouldn't bother me so much if these two games didn't owe a great deal of their attraction to fantastic graphics, but, as it is it's like buying a widescreen video to watch on your normal TV, and where's the sense in that?

Perhaps more confusing is the fact that *Sky Odyssey* featured a 60Hz option despite being a relatively low-key title, which shows up the laziness of the big guns like Konami and Capcom.

It's not enough that we have to wait months on end for games from Japan and the USA without suffering bad conversions on top of it. Europe's been treated with high prices and endless delays for too long, I want to support the PAL market, but in my opinion this is just the straw that broke my back.

Ian Clements

Via e-mail

Capcom, as far as we can remember, have yet to bother optimising a PAL PS2 game. Which either smacks of indifference or, even worse, arrogance – *Onimusha* has got one of the fattest borders we've seen on a conversion for the UK market, and while *Street Fighter EX3* has minimal surrounds, it suffers from some crippling slowdown. God forbid that software companies should actually show a little love toward one of their most profitable markets. Run, foaming at the mouth, Ian, to News on pg22.

CAST IRONS

Dear PSM2

I can't believe there's been little talk of a *Metal Gear Solid* film (Bog Read, PSM2#12). What's going on here? Are all the Hollywood producers mad? They should be queuing up to make this film – it's a sure-fire winner. So, to give them a hand I've chosen a suitable cast for 'em. Kurt Russell as Solid Snake, Stephen Dorff as Liquid, WCW's Goldberg as Raven, Sniper Wolf played by Angelina Jolie, Jeremy Irons as Revolver Ocelot. Milla Jovovich as Meryl, Otagon played by Jude Law and Lui Lu as Mei Ling.

David Traverse

Via e-mail

Little bit on the *pricey* side, wouldn'y you say, David? Still, better than an amateur dramatic society production... Hang on! What a genius idea. Are *you* planning a hastily put together, or overly ambitious, production of *Metal Gear Solid* at your local village hall? Interpreted the game's original dialogue as a Marxist musical explaining the totality of material and social conditions? Spent hours constructing Ray or Rex out of loo rolls and chicken wire? Or have you got different ideas about who should play Dave Snake? Let us know at the usual address.

NARRATIVES ÜBER ALLES

Dear PSM2

Playing on the Internet means first-person shooters and strategy games (PSM2#12, Lifting The Lid On Broadband) – both genres that don't have many games on PS2 as yet, and, to be honest, you can't play them with a DualShock 2. Nearly everybody has a PC today and the best Internet games – *Starcraft* and *Counter-Strike* – will even run on basic PCs, so you just don't need a powerful machine like PS2 to run them. Killing as many people as possible, or winning an imaginary war, isn't everything in gaming. I bought PS2 for games like *FF10* and *MGS2*, which immerse you in a world of fantasy and adventure.

If you want on-line gaming – buy a PC. If you want an unforgettable ▶

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GRAN TURISMO 3: Tarted up rehash, or the game that'll shift a million PS2s. Maybe it's both?

experience – you'll find it in PS2. I've got Internet gaming, what I really want are games with better stories.
Victor Linke
Germany

Not everyone owns a PC, Victor, but there're plenty of people who, like yourself, own both. Broadband gaming will open up the kind of on-line experience for console gamers that PC owners have enjoyed for years. We're waiting to see how well the console community embrace global gaming – if at all.

SUPERGRAN

Dear PSM2
In PSM2# 11, Robert Hickman was saying how unimpressed he is with *GT3*... it's great! Has he ever seen the graphics? It's a soon-to-be classic and will show all those non-believers what our amazing little black box can do.
Sam King
Via e-mail

Robert's argument was that while *GT3* looked fantastic, it was simply a renovated *GT2*. That's true to a point, but PS2 has created the first truly believable driving environment with all the bells and whistles of the Gran Turismo mode. You're right though, Sam, this will probably be the game that, *ahem*... accelerates sales of the more affordable black box.

TITLE DEEDS

Dear PSM2
After I read your E3 coverage in PSM2# 11, I reckon that *Maximo*, *ICO* and *Jax and Daxter* may be able to fight off the competition single-handedly. But, if Sony want a lot of gamer support they'd better release some captivating titles soon.
Wasim Ahmed
Via e-mail

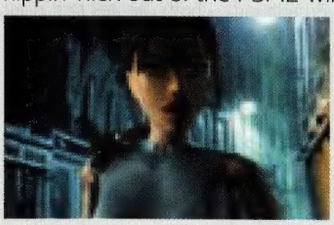
Don't worry, Wasim, they will.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES..? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.



CINE-CALL

Dear PSM2
Do Core have any plans to make a game based on the top dog Tomb Raider movie?
Ronny Southwood
Via e-mail

Thankfully, Core haven't cashed-in. Roll on *Lara Next Gen*...

LENNY BRUISED

Dear PSM2
Why haven't they

included Lenny Kravitz's *Are You Gonna Go My Way* track into the UK (PAL) version of *GT3*? It was, by far, the best tune in *GT3*. Both Japanese version and US have it in their version, why do we not?
Kazunori Goto
London

Kravitz? This must be the first time that anyone's actually asked for one of the MOR hippy-dwarf's tunes. Ever.

SEVERED BLADES

Dear PSM2
Is there ever going to be a rollerblading game out for the PS2?
Darren Clarke
Via e-mail

***Tony Hawk's*, *Airblade*, er... *Yanya Caballista* not enough for you, eh? Rage are working on one for next year.**

COMMON CODE

Dear PSM2
Any chance of running Action Replay codes in your tips section?
Neil Cort
Via e-mail

We are, and you can win one of five AR2 V2s by entering your hi-scores in the overly generous Pro-Dojo on pg78.

COMPOS

MY MONEY'S ON ARNIE

The big Austrian's still got it. Yeah, the last ten years have only produced a handful of decent films for muscle boy, but at least he'll have Predator to remember in his old age. IN PSM2# 11 we gave you the fantastic opportunity to win Predator boxsets, and an Hitachi DVD player.

All you had to do was answer the mind-numbingly simple question: what's the correct name of the recent Arnie film? It was, of course, The 6th Day, and not our heroic Art Editor, Christian Day.

The winner of a Predator boxset and the DVD player is **Michael Brown** of Newton Heath, Manchester. The four runners-up – **Stuart Lawson** of West Lothian, **S Tyler** from Norfolk, **James Hutton** from Lincoln and **N Wakefied** from Staines – will get their hands on a Predator boxset.

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

HDD/Broadband
MGS2
FPS USBs
Hi. I'm foreign...
DualShock 2

PLAYSTATION 2 MAGAZINE
PSM2

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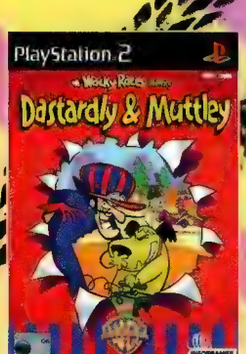
PlayStation 2

PlayStation

"Muttley... @9*!%!!"

Wacky Races starring

Dastardly & Muttley



www.wackyraces-games.com

Dastardly & Muttley - Racing onto PlayStation 2.

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PSM2 TV

THE DEMO DISC THAT SHOWS YOU MORE...

NEW LOOK DVD!

IT'S WHAT YOUR TV'S MADE FOR:
For the next hour or so, let PSM2 take you on a journey deep into the dark heart of PlayStation 2...

ON YOUR NEW DVD

Got yourself comfortable with the enhanced disc layout? Good – now get ready for this month's unrivalled number of brand new demos...

We're suckers for a blast of diesel and savage speed. Engines the size of horses, bug-splattered visors and the kind of gut-wrenching velocities that'll leave your stomach pulped in the ankles of your flameproof suit. Cars, bikes, skidoos... you name it, we've taken it out onto PSM2's test track, driven it to destruction and then filmed its flaming automotive death. Just for your pleasure.

So, with 12 of the 24 games here dedicated to the art of acceleration, you can be sure that we've covered a massive range of up-coming driving experiences destined for your PS2. From the bumper-mounted muzzle shudders of *Spy Hunter* and *Twisted Metal: Black* to the staged acrobatics of the sublime *Stuntman* there really isn't much more you can do with a car.

Fire up that console and see the future. Refreshments not provided.

PSM2'S PROMISE

PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Make you reach for the remote every three minutes.

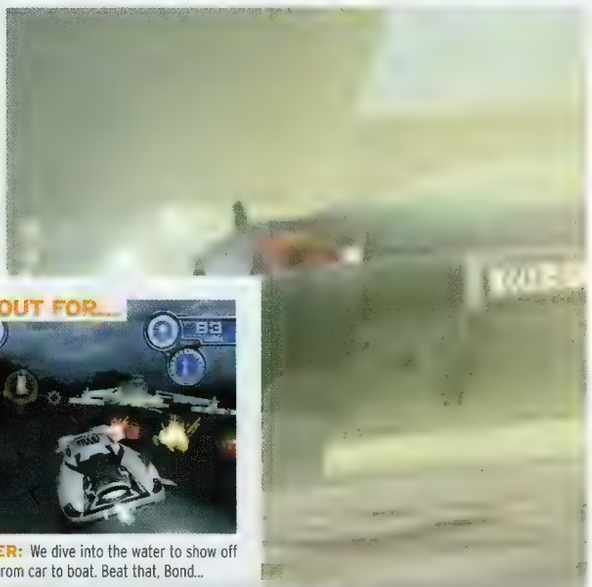
Sorry, but the PSM2 DVD is not available in the USA

YOUR FEATURE PRESENTATION...

SPY HUNTER

One of those chunks of footage that'll leave you – unlike Mickey Rourke in *Diner* – dribbling your popcorn down your chin in slack-jawed wonder. Cars, guns, cars with guns, guys with guns in armoured cars... This really is shaping up to be a seat-of-the-pants ride that honours, rather than takes a slash against, the memory of the arcade original.

Check out the G-1665 as we put it through its paces on land, sea and air while fending off the gathered bogies of NOSTRA. We think you'll agree it's a blast.



24 AMAZING NEW PS2 GAMES!

WATCH OUT FOR...

CHOP 'TIL YOU DROP: Check out the gangs of black helicopters - they *will* blow you off the road.

WATCH OUT FOR...

SLY PUNTER: We dive into the water to show off the transition from car to boat. Beat that, Bond...

PLUS! STUNTMAN The game that'll bring Hollywood exploding into your front room. And you're the first to see it.

COMING SOON

We can see you judder with anticipation. Get your fix of the future right here with 14 unbelievable new titles.

WWF SMACKDOWN! JUST BRING IT ©THQ

Can THQ sustain the phenomenal success of the *Smackdown!* series? Check out our pile-driving footage and make your own minds up.

TWISTED METAL: BLACK ©Sony

SweetTooth and the gang return with all the power of PlayStation 2 growling under their hoods. Just turn the brightness up to 11...

PROJECT EDEN ©Eidos

We're keeping this one bubbling with a new movie as it promises to be a real head-churner upon release.

EPHEMERAL FANTASIA ©Konami

Bemani-meets-RPG-meets-*Back To The Future*, as Konami put the shockers on us by rewriting the genre.

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...

01 **THE D-PAD**
Allows you to scroll up and down through the on-screen menus.

02 **THE ⊗ BUTTON**
Selects the current option which you've highlighted on the menu.

03 **THE ○ BUTTON**
Takes you straight back to the previous menu screen.

04 **THE ◎ BUTTON**
Stops the demo. Hit it again to access the options menu.

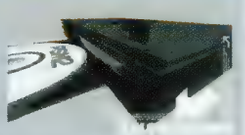
05 **THE START BUTTON**
Pauses the demo at any time.

06 **THE R2 SHOULDER BUTTON**
Fast forwards through the demo.

07 **THE L2 SHOULDER BUTTON**
Rewinds the demo.

YOUR DVD MENU EXPLAINED

PSM2's monthly instalment of cutting edge film clips and tips currently comes packed into four easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2. Getting around them all couldn't be simpler either...



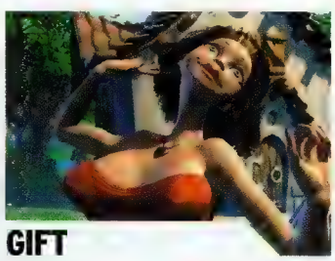
- **OUT NOW** The movers and shakers currently taking up shelf space in the shops.
- **COMING SOON** The titles of tomorrow brought screaming to your door today.
- **PRO TIPS** Taking your games further as only PSM2 can.
- **SPECIAL FEATURES** Watch out for extras coming soon ..

OUT NOW

The games out in the shops this very month jump started into beautiful technicolour right before your eyes.

GRAN TURISMO 3 ©Sony

Served up on a platter of sheer skill, a glimpse at every single track available in Sony's superlative driver.



GIFT ©Cryo

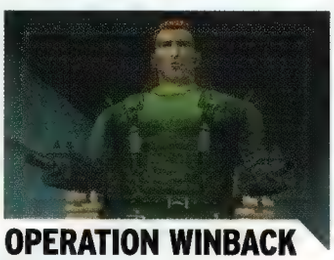
Join the diminutive Gift as he battles darkness and does his best to rescue the pneumatic princess.

TOKYO XTREME RACER ©Ubi Soft

Never flash your headlights after dark in Tokyo, unless you're prepared to race the byways and highways with this clan of speed junkies.

PRO TIPS

You whant good time, Sir? Plenty easy, plenty teeps to break you game, no? Aw, c'mon baby – is cheap an pr-itt-eee...

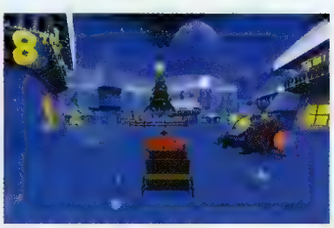


OPERATION WINBACK ©Midas

Forget all those replays to unlock hidden characters for the Deathmatch, we give you the lot in one juicy lump.

RUMBLE RACING ©EA

Every single track unlocked using this titanium-tipped arsenal of codes. Get ready with that pause button...



WACKY RACES ©Infogrames

Want a go behind the wheel of Dick Dastardly's rocket car? Here's the fast-track way to park yourself on his diabolically cunning interior.

PLUS!

Phase Paradox © Sony

Stunt GP © Virgin

Age of Empires 2 © Konami

Arctic Thunder © Midway

ESPN International Winter Sports 2002 © Konami

ESPN Winter X Games Snowboarding © Konami

ESPN X Games Skateboarding © Konami

Extreme-G 3 © Acclaim

Legion © Midway

MX 2002 © THQ

Paris-Dakar Rally © Acclaim

Thunderhawk © Eidos

PROBLEMS WITH YOUR DVD?
Please it into an envelope and send it to this address:
PSM2 Disc Returns, TIB plc, Unit 5, Triangle Business Park, Pentreback, Merthyr Tydfil, Mid Glamorgan

THANKS...
To Gleb Soloviev and Alex Rotov for their track *Subwave* used with the *Legion* footage, and to Barrie Roberts for *Herbal Underground* which was used alongside *Stunt GP*. Contact *jonathan.bryant@futurenet.co.uk* for more info.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT UK EARLY 2001

STUNTMAN

SUCCESS RESTS ON PINPOINT PRECISION... FAILURE LEAVES YOU WITH POPPED RIBS

Not since we sported plaster casts after leaping off of garage roofs in our youth have we come *this* close to the gorgeous stink of danger. This game is *outrageous*...

TRACTION MAN: Marcus Hawkins

What kind of images does the title *Stuntman* bring to life for you? Endless shots of Michael Knight leaping a ravine in his smart-arse Trans-Am? Colt Seavers enjoying a fat Cuban in his foaming tin bath? Or something a little more ballsy? Well, the vision of *Stuntman*, Brit developers Reflections are bringing to life on PS2, combines elements of all three. You're the fall guy, hired in by film production companies to perform dangerous driving manoeuvres in their movies, bringing their vision to life and earning yourself some serious cash.

In theory, a game rammed end-to-end with a stream of familiar car stunts – success resting on pinpoint precision and faultless timing, failure leaving you with a mangled hulk of metal and several popped ribs – sounds *pretty* straightforward for the development team to put together. And a lot of fun.

You can imagine the team at Reflections now, working their way through Newcastle's video stores, forcing themselves to slouch comfortably on a sofa through *one more* action movie with a tube of Pringles as they select only the finest car stunts of our time to include in their game.

With the spine-jarring ingredients triggering all the right buttons with its intended audience (ie. blokes like us), there's no doubt that it's going to be one of the most striking games on PS2 next year. ▶

INFO

- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**

ANTICIPATED FEATURES

- Six movies to complete the vehicle-based action sequences in.
- A wide variety of
- register times on-line at the *Stuntman* website (www.stuntman-game.com).

WHERE IT'S AT...

- It's still early, with a vague '2002' as its release date.

STADIUM ROCKED: Get that PSM2 DVD on and check out the footage taken from Stunt Arena mode – watch those bits fly.

SEE IT NOW!

On this month's DVD you'll be able to watch:

- Cinema quality presentation
- **Examples of the cool car physics.**
- The jeep crashing in Egypt.
- **Supreme driving skill around '70s London.**
- Two cars smacking into each other mid-air in the Stunt Arena
- **Footage of the film crew.**

INDIANA CLONES: *Stuntman*'s 'technical consultant' has been the double for some AAA Hollywood stars.

HE NEVER SPENT MUCH TIME IN SCHOOL, BUT HE'S TAUGHT LADIES PLENTY...

Vic Armstrong's a name that any of you who've sat through one of those Bank Holiday 'Hollywood's Greatest Stunts On This Godamn Earth Ever' shows will recognise. He's worked in the film industry for over 36 years, as Stuntman, Stunt Co-ordinator, Action Unit Director and Director. He's been involved with Terminator 2, Return of the Jedi, Bladerunner, Starship Troopers, Tomorrow Never Dies, the Indiana Jones trilogy and around 250 other movies. And now he's the 'official' technical consultant on *Stuntman*. He knows his onions, and hopefully his experience will be put to good use – not just some crazy promotional stunt for the game... Insider info: Watch out for some special extras on the disc which involve Vic.

TRIGGER HAPPY: ◎ is your 'action' button, used to set off explosions, trigger nitrogen cylinders, make things drop etc

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

ON LOCATION

Each of *Stuntman*'s six movies is being shot in a different location around the globe, with the idea being that you're attempting to advance your career from low budget productions to multi-million dollar Hollywood blockbusters. As well as travelling to different countries you'll also get to briefly hop through time, with the movies set between the '30s and the '90s, kicking off with a burn-out around a Bob Hoskins-heavy '70s London tahn...

LONDON

Film style: There's a whiff of Mr Madonna about this, with a Lock, Stock, London gangster-land romp set in Docklands
Sample vehicle: '70s Capri-style 'moatah'

LOUISIANA

Film style: Called 'Whoopin' and a Hollerin', this movie's set in America's swampy South and features a stunt where you leap through a train
Sample vehicle: Dukes of Hazzard-style yellow muscle car

BANGKOK

Film style: John Woo through and through – although you'll be leaping from roofs in your trike, rather than shooting up the place
Sample vehicle: Tuk-Tuk

SWISS ALPS

Film style: Imagine Harrison Ford in a political thriller (shouldn't be too hard), now picture a frozen setting...
Sample vehicle: Snowmobile

MONACO

Film style: Shooting starts on the mountain roads leading down to Monaco – and we mean *shooting*, this being James Bond influenced
Sample vehicle: Aston Martin DB7-style roadster

EGYPT

Film style: Indiana Jones flavoured adventure around the dusty temples and ruins of Egypt. Watch out for the Nazis..
Sample vehicle: Jeep

TEAM STUNTMAN

Five years ago, when Psygnosis followed up *WipEout* on PSone with the Reflections-developed *Destruction Derby*, people began thinking differently about the driving game. The car physics and epic wreckage seen in that game made it stand out from the crowd. *Driver* saw Reflections exploring new directions, with a strong story and addictive mission-based play. Now they're putting together one of the most exciting car-based prospects on PS2.

KNOW-ALL EDMONDSON: Martin's the man with *Stuntman* plan.

STUNT SQUAD: The Reflections team enjoying their fire alarm drill. Although one of them clearly isn't taking it seriously. Yes, you with the mug...

REFLECTIONS SOFTOGRAPHY:

1985	**Ravenskull**	BBC Micro/Acorn Electron
1986	**Codename Droid**	BBC Micro/Acorn Electron
1987	**Stryker's Run**	Acorn Electron
1989	**Ballistix**	BBC Micro/Amiga/Atari ST
1989	**Shadow of the Beast**	Amiga
1990	**Shadow of the Beast 2**	Amiga
1990	**A.W.E.S.O.M.E.**	Amiga
1992	**Shadow of the Beast 3**	Amiga
1994	**Brian the Lion**	Amiga/CD32
1995	**Destruction Derby**	PSone/PC
1996	**Destruction Derby 2**	PSone/PC
1999	**Driver**	PSone/PC
2000	**Driver 2**	PSone

"NO TWO TRAILERS FROM THE SAME FILM WILL BE EXACTLY THE SAME"

Martin Edmondson, head of Reflections and *Stuntman*'s guiding light, explains how you can save your completed film trailer to Memory Card and compare it with a mate's.

FIAT OF THE UNKNOWN: During the shooting of the London film you'll be asked to carry out a leap of faith.

LOUISIANA NUVVER THING: You'll be itching to get behind the wheel here – the stunt challenges in the USA are fantastic.

▶ The big question is how does such a 'segmented' game – one that would seem to involve a lot of stop/start play – hang together? In Story mode, the game's main focus, each new country is introduced by a cut-scene giving you a taste of the location and the movie you'll be taking part in. After this you get a fly-by, in which the Director talks you through each stunt.

SEGMENTAL

For each film, there're either three, four or five stunts to complete. Each of these is broken up into small segments – individual tasks, such as leaping through a window, jumping over a train, a 180° handbrake turn to avoid oncoming traffic, pulling off a barrel roll or crunching T-bone smash – and there can be up to 20 of these making up a single stunt sequence. You'll need to complete all or some of the stunt's objectives (depending on the difficulty) in order to move onto the next stunt.

"INDIVIDUAL TASKS, SUCH AS LEAPING THROUGH A WINDOW, JUMPING OVER A TRAIN OR CRUNCHING SMASHES – AND THERE CAN BE 20 OF THESE – MAKE UP A SINGLE STUNT"

Finish the movie's entire roster of action sequences and you'll be rewarded by a theatrical trailer for the film, complete with your stunt footage edited in. This can be saved to Memory Card, so you can go around a mate's house and compare it to their version of events. "They're a few minutes long and since you're responsible for the vehicle based footage then no two trailers from the same film will be exactly the same," explains Martin Edmondson, head of Reflections and guiding light on the *Stuntman* project.

Obviously there's a black or white scoring system – you either complete the stunt successfully or you don't, before moving onto the next movie. "You start in London," Martin reveals, "and you have to achieve at least 75 percent to progress to the next film. Any setting which you have visited in the main game is then unlocked for you to play around with. Between each film shoot you visit the Stunt Arena, although this will probably be permanently unlocked. You're a paid stuntman, so the more accurately you recreate ▶

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

"THE CARS ARE

It's not just about the take-off - you've got to land this on the mark as well. The stunt looks awesome though.

▶ the Director's wishes, the more money you earn. It also unlocks more toys for you to play with in the Arena. Some other 'cheats' are also unlocked for performing stunts perfectly."

The Arena is where *Stuntman* becomes less linear, getting freestyle on yo' ass. Here you can blow your money on pieces of equipment which can be used and abused purely for your own painful pleasure. Basically, it's the part of the game where you can create your own stunts. Buy a jump ramp and a billboard for instance, and you can go for basic beginner stuntage. Start performing well and building up your cash in Story mode and you can invest in trucks, explosives and more ambitious devices, sending your car arcing through the sky, flipping end over end until landing in one door-distorting heap.

Being a stunt game, you'd expect the cars, jeeps and other vehicles to buckle, cave in and fracture realistically. PSM2's seen cars get pummelled in the likes of *World Rally Championship*, *Twisted Metal: Black* and *Driven*, but nothing matches the level of wreckage in *Stuntman*. The cars are modelled inside and out – even down to dangling fluffy dice in the window of the '70s Capri-style motor. Importantly though, this means that when bits of your motor fall off after a bonnet-wrenching landing, they become a feature in the environment. After a particularly vicious incident in the Stunt Arena, we drove off with a door missing. But we found ourselves running back over the discarded door several times, purely to get repeated viewings of the fantastic car suspension at work. Reflections created the ▶

"THE ARENA IS WHERE YOU CAN BLOW YOUR MONEY ON PIECES OF EQUIPMENT WHICH CAN BE USED AND ABUSED PURELY FOR YOUR OWN PAINFUL PLEASURE"

ROUTE 1

SKIP UP: To illustrate the precision you'll need to demonstrate, here's what happens if you hit the planks at one angle...

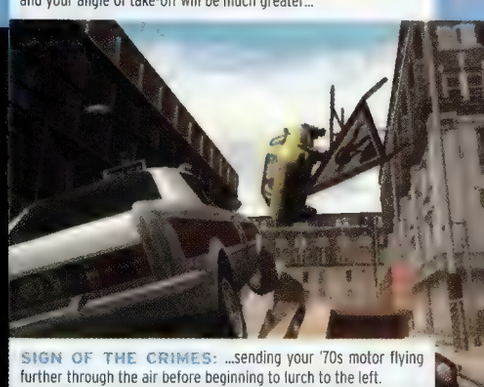
TOP OF THE COPS: ...approaching this so recklessly, you're likely to end up on your roof, crushing the stunt cops.

CRUNCH TIME

Still confused about how you actually progress through the game – how the 'mission structure' actually fits together? We quizzed Martin about how the grading system will work in practice: "In a real situation, stunts are broken down into very small elements, each being filmed separately. For purposes of gameplay we've strung several of these together to give each stunt an acceptable length. Each of these elements has a pass or fail attached to it and the player has to achieve at least 75 percent overall to progress. Some elements (such as a movie's spectacular final stunt – smashing through the side of a train for example) have a heavier weighting, so if you fail very important parts of the sequence you can fail the whole stunt."

ROUTE 2

PLANK CHECK: But get your speed and approach just right and your angle of take-off will be much greater...



SIGN OF THE CRIMES: ...sending your '70s motor flying further through the air before beginning to lurch to the left.

MODELLED

INSIDE AND OUT – EVEN DOWN TO DANGLING FLUFFY DICE IN THE WINDOW"

If a piece of your motor drops off at any point, then it becomes part of the environment. We had endless fun continuously running over the broken bits of our unfortunate banger after a particularly nasty spill in the Stunt Arena.

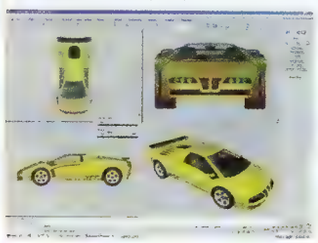
COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

KNACKERS!

Because of the way the vehicles are modelled, they can be crumpled like no other videogame motor. Bodywork gets beaten and windscreens smash. But it's when stuff flies off your cars – bumpers, doors and the like – that you feel you're really getting the most from the game.

DOOR PLAY: Notice how intricate details, such as the engine and steering wheel are modelled individually. Snap them all off.



[illegible]: Individual panels can be dented and windscreens shattered (see shot top-right).

ITCHY DASH: Drive from behind the wheel to fully appreciate the punishment stunt drivers take.

BREAK BEATS: Stunt Arena's truly the place to trash your cars. All the bits flying off stay on the ground – lovely.

"TECHNICALLY, THE GAME'S STAGGERING. EVERYTHING'S MODELLED IN 3D AND YOU'RE IMMEDIATELY BOWLED OVER BY THE GAME'S PHYSICS. EVEN THE CAR'S CAMERA BOUNCES AROUND"

[illegible]: In the London film – the first one you appear in – you get to do the stunts for a couple of gangsters.

▶*Destruction Derby* series, and they're taking the idea of automotive demolition to new extremes with *Stuntman*.

Technically, the game's staggering. Everything's modelled in 3D, and you're immediately bowled over by the vehicle physics – dab the brakes when you're in a car for instance, and the front end dips down; pull a handbrake turn and the body lurches into the turning circle. At some points even the camera bounces around when the car does, emphasising the movie-quality of the game in a very subtle way.

"From our previous games *Destruction Derby* and *Driver* we've always been known for our crash physics," Martin explains. "This is something we're particularly pleased with in *Stuntman*. It allows the cars to roll, tumble and disintegrate realistically. It's taken a vast amount of time to design and program and we're pretty confident it's the most advanced used in a game so far. We're also pleased with some of the effects such as the way shadows move across complex scenery in a realistic manner."

Martin's talking about 'raycast shadows' here.

ACHTUNG TIED: Not all the vehicles are current day – the Indiana Jones style movie has you pulling jeep tricks to evade the Nazis.

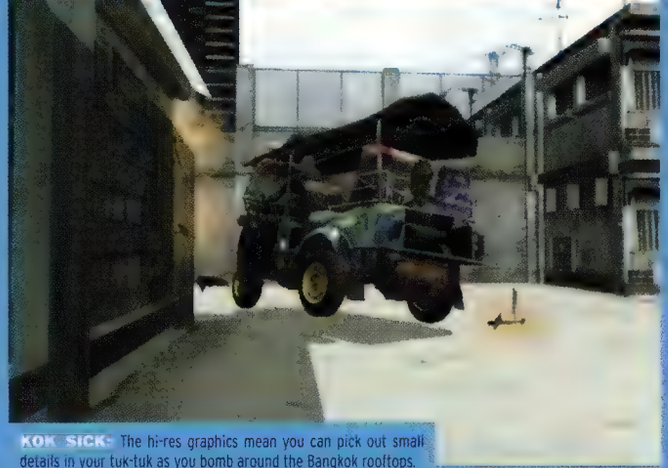
THAMES HARRIER: The small Fiat-a-like doesn't seem at home in grimy London. But can it clear the water and hit that barge?

He highlighted a simple bush in the Egyptian level. Moving the camera around it, you could see the shadows lengthening and shortening, giving the impression of a solid object rather than simple sprite shrubbery. Again, it's a subtle effect, but one which adds to the feel of a convincing, durable game world

SEEING STUNT DOUBLE

The textures being used on the object models are all hi-res – we could zoom in and out from a distant vantage point to the back of the tuk-tuk (the trike used on the Bangkok roof level) and still be able to read the wording on the temporary advertising poster that's pasted to its rear. This is made possible because of PS2's exhaustive DMA memory, which gives coders the chance to scoot lots of data about at an incredibly fast rate.

Thankfully, there's no hint of a jagged edge to items either. Reflections' coding team are incorporating full-screen anti-aliasing, so that any straight lines remain so as you move around them. Martin demonstrated this by zooming in on a telegraph wire – there was no 'stepping' of the line, it remained straight and true. Mip-mapping's also being used, so that when you approach and pass an object, low and hi-res versions of the same texture are blended to reduce the jagged effect – distant trees maintain their sharp appearance as you accelerate towards them, for instance.



KOK SICK: The hi-res graphics mean you can pick out small details in your tuk-tuk as you bomb around the Bangkok rooftops.

"THERE'S NO HINT OF JAGGED EDGE. REFLECTION'S CODING TEAM ARE INCORPORATING FULL-SCREEN ANTI-ALIASING, SO THAT ANY STRAIGHT LINES REMAIN SO AS YOU MOVE AROUND THEM"

CRATE GAPSBY: Crashing through a stack of boxes is one element of a larger stunt - don't look for a way through, just hit them.

But none of that technical todge-shaking matters if you haven't got a game which can excite, entertain and captivate 'til the last frame. *Stuntman* works tirelessly to do all three. It's a game that at times sees you attempting to pull off some of the most celebrated stunts ever committed to celluloid (the barrel roll from The Man With The Golden Gun, anyone?). So, damn it all to Burt Reynolds' porch and back, it *should be a blast*. But we remember *The Fall Guy* on the Spectrum., wincing as we recall its frustrating stop-start nature (picture trying to run along the spine of a speeding train: jump, jump, die. <*Restart*> jump, jump, jump, die. <*Restart*> jump, jump, jump, jump, success. Um, *next*?). ▶

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

ARENA ROUND THE WORLD

The Stunt Arena – the place you're likely to visit when you just want to mangle some metal, rather than trying to get a complicated stunt nailed perfectly. As long as Reflections can ensure there'll be a vast range of equipment or 'toys' for you to set up in here, then we reckon *Stuntman* will be an incredibly well-rounded game – a strong Story mode to get cracking with, backed up by a solid Stunt mode to lose yourself in.

GARAGE GRAZING: The fact that a crowd's goading you means you'll try ever more ambitious stunts to please them.

BONNETO: Vic Armstrong's involvement in the project means the stunts are put together convincingly. But in the Arena, it's up to you.

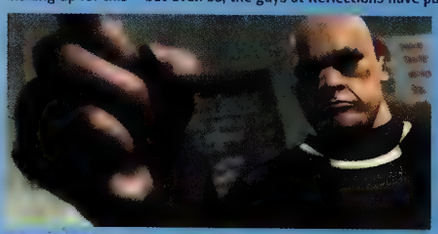
▶So how are Reflections planning on ensuring *Stuntman* avoids this kind of constant start/restart approach and packs a nitrogen-fuelled punch in the long term? What's going to lure you back time and time again to the whiplash and choreographed carmageddon?

"The game is designed to offer the Career mode in which you work your way through the films and will be wanting to go back and try again to improve your percentage accuracy (since this opens up other areas of the game, such as cheats and toys in the Arena)," Martin clarifies. "We're also offering a pick-up-and-play arcade-style mode which consists of simple but addictive driving games. The times from these can then be posted on the *Stuntman* website, so hopefully we should get a little competition going!"

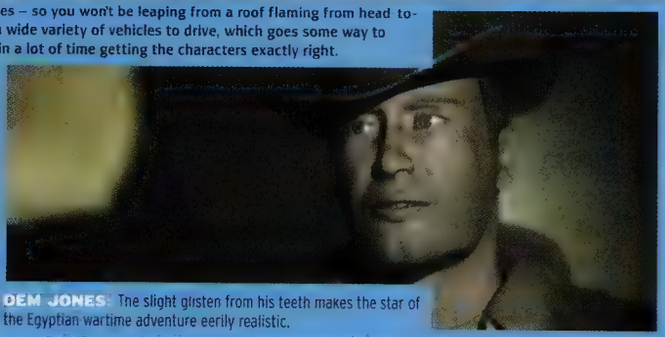
So there we have it. *Stuntman*'s one of the most ambitious and exciting PlayStation 2 games in development. All the stunts have been drafted. "But as is always the case," Martin confides, "significant changes are made once the game's up and running and we can actually play test them." PSM2 has, and came away impressed. One way or another, *Stuntman*'s going to have a huge impact on the videogame world. **PSM2**

WHEN I WIND UP IN THE HAY, IT'S ONLY HAY... A-HEY HEY

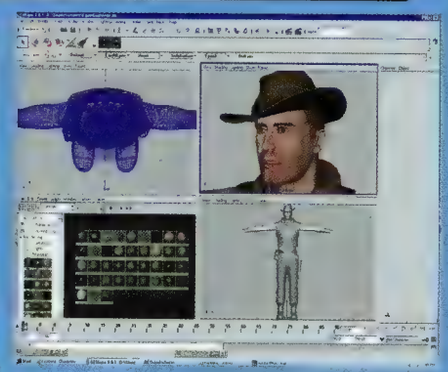
A little disappointingly, there are no stunts that don't involve vehicles – so you won't be leaping from a roof flaming from head to-toe or kicking off a Jackie Chan-style bar brawl. Thankfully there's a wide variety of vehicles to drive, which goes some way to making up for this – but even so, the guys at Reflections have put in a lot of time getting the characters exactly right.



DAVE STAR: When fully rendered up the characters in the London-based movie are brought ferociously to life.

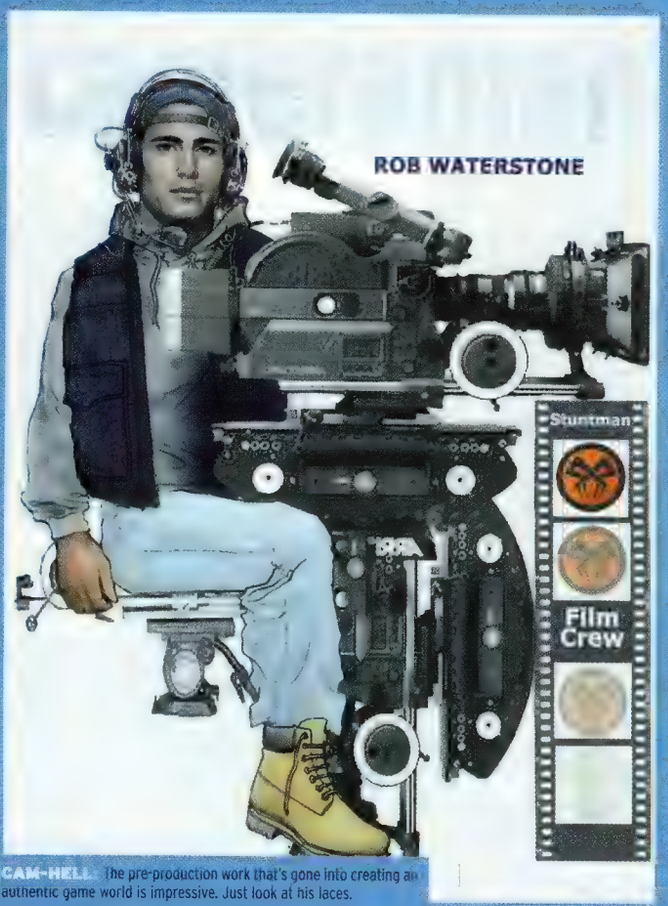


DEM JONES: The slight glisten from his teeth makes the star of the Egyptian wartime adventure eerily realistic.

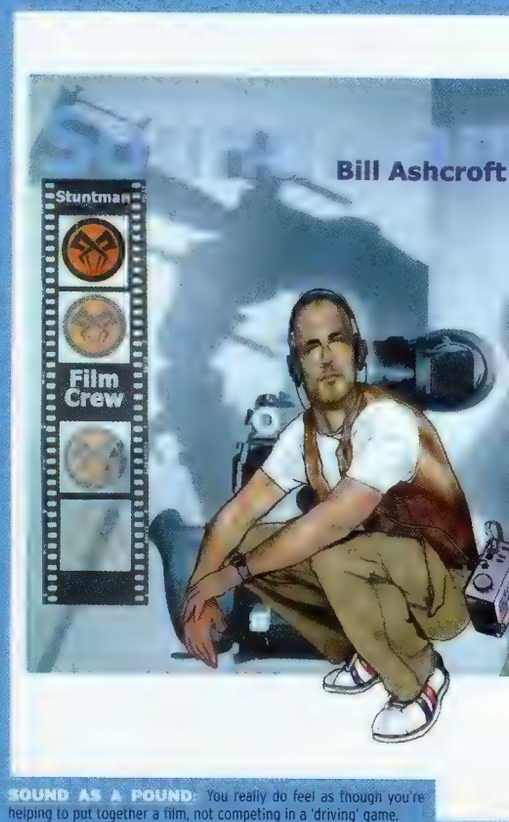


CAR FREE: We're hopeful that a *Stuntman* sequel will let you risk your life on foot – like trying to escape from a pit of vipers...

SPIELBERGER KING: This is the Director, who looks not unlike a slightly sad Mike McShane. He shouts in your ear a lot.



CAM-HELL: The pre-production work that's gone into creating an authentic game world is impressive. Just look at his laces.



SOUND AS A POUND: You really do feel as though you're helping to put together a film, not competing in a 'driving' game.

 Because of last-minute changes, *Final Fantasy 10* can now be found on pg24...

INFLUENCA

Here are some stills from the fully rendered movie trailers your stunts will be edited into. When Martin's quizzed over which films his team have been watching for inspiration, the reply is an understandable: "The list would be too long since we've covered six completely different genres of TV/film..." Try and spot the classic influences yourself.

SWISS ALPS

EGYPT

BANGKOK

LONDON

LOUISIANA

MONACO

SAMPLE STUNTS

WE EXCLUSIVELY REVEAL TWO OF THE GAME'S INCREDIBLE STUNTS

TOOTHLESS IN WAPPING

A '70s-set London gangster film. A couple of hopeless gangsters, Vince and Ray get themselves out of trouble with the Police, only to confront the gangland Kingpin 'The Dentist'. Stunt 1 – Hiccup with the Pick-up. Vince needs to get across town quickly – he's the getaway driver for a robbery at the docks and he's already late for the pick-up.

- 30 second time limit.
- Burnout into a 180° turn in the road.
- Overtake the stationary car at the traffic lights, swerving to avoid the car crossing from the right.
- Get as close as possible to all cars.
- Head into the tunnel, pick up speed, and overtake the slower cars.
- Exit the tunnel to the left, swerving to avoid the oncoming lorry and hitting the barrels on the right.
- Through the narrow gap between the containers, making no contact.
- Handbrake turn 90° to the left down the narrow alley.
- Smash through the boxes, hitting as many as possible.
- Handbrake to a stop at the mark.

BLOOD OATH

A hard-edged thriller set in the Far East. Rival gangs fighting for control of the Bangkok streets
Stunt 12 – Rooftop Rumble. Escape the helicopter which is shooting at you by driving a stolen tuk-tuk across the rooftops and finally jumping to the safety of a passing barge on the river.

- Head left out the alley between the narrow gaps in the traffic.
- The helicopter fires. Evade the explosion at the crossroads, but getting as close as possible.
- Mount the pavement scattering the pedestrians.
- Swerve between the traffic – getting close to the marked car.
- Drive up the ramp heading towards the rooftops.
- Smash through the doors of the building, scattering the pedestrians.
- Smash through the rear doors onto the rooftop.
- Follow the path left avoiding the explosion. Get close to the edge of the building.
- Speed up and jump across the road to the adjacent building.
- Take the path to the right across the narrow bridge.
- Take another right to jump across the blades of the pursuing helicopter.
- Over the bridge before it explodes.
- Take a right, then left, down onto the canopy, which collapses behind you.
- Jump back down to the road clipping the front of the car as you pass.
- Use the disguised ramp to smash through the side of the trailer.
- Build up speed but dodge the next explosion swerving between the traffic.
- Speed onto the jetty to make the jump off the drawbridge into the box rig on the passing barge.

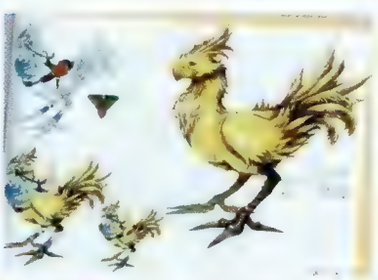
ITS A GRRRL: As well as the slightly twee love interest there's always a harder, much sexier, female character.

SHELF AND HAPPINESS: Over two million copies of *FF10* were shipped to stores - most of them right here.

CROWDED HOUSE: Japan's gaming public turned out in their droves. Photos courtesy of *gamekult.com*.

HARD DRIVING

Final Fantasy 10 is one of the first titles designed to work in conjunction with Sony's Hard Disc Drive (HDD). But what benefits does this lump of hardware actually provide the gamer? Well, loading times have been marginally improved (by about a second) and... that's it. You're unable to use the drive to save you current position so, at ¥21,800 (£123) a pop, it appears to be little more than an expensive gimmick for the moment. Let's hope the PAL version does more to put the HDD through its paces.



CHICKEN RUN: Chocobo's have received a make-over and now sport a more 'mature' look for *Final Fantasy 10*.

› JAPANESE LAUNCH フハワヌキニラ

SQUARE WORLD

Final Fantasy 10 hits the streets of Japan running and clocks up a phenomenal first day sales record. PSM2 heads east to investigate.

The 18th of July saw characteristic scenes on the streets of Tokyo as the local police geared themselves up for another long night of marshalling crazed gamers awaiting the launch of *Final Fantasy 10*.

An unprecedented pre order figure of 1.4 million copies ensured that the shelves were stacked high with copies of the game, which subsequently allowed Square to clock up an incredible 2.14 million units sold by the end of July 19th. Sales were such that the company's president, Hisashi Suzuki, called upon Sony to increase production of PlayStation 2s in order to meet his planned target of 10 million units worldwide – a figure that, when you consider an installed user base of 5.5 million PS2s in Japan alone, doesn't seem that far fetched.

So, once again the Internet's awash with a fresh wave of screenshots and footage while the game's been going down a treat with the Japanese specialist press – Weekly Famitsu wasted no time in stamping a coveted platinum rating on its cover. But with reports of gamers having *already* completed the game, it begs the question, is this the first *Fantasy* not to live up to the epic proportions of its predecessors? The game only ships on a single disc and, at the time of writing, had only been on sale for five days. Hmmm...

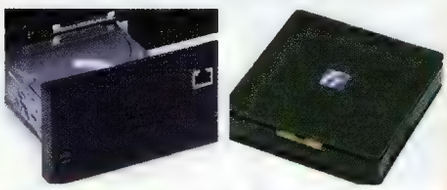
As PSM2 went to press, *FF10* arrived in the office – it's truly stunning, with a second disc 'Other Side of the Fantasy' improving the package's value. But it's a shame the manual's so thin and flimsy for such an epic adventure. Don't miss the next issue where we'll bring you our full verdict.

PSM2 RECKONS [illegible]

>FIRST LOOK シロモノ

FANTASY TO STAR ON-LINE

Square's Net presence, Playonline.com, has just joined forces with the I-O Data Corporation to develop a 56k USB Modem called the P2Gate. Set to retail at around ¥8,000 (£45) this device appears to be Square's preferred means of networking the up-coming *Final Fantasy 11*.

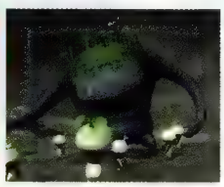


DEPECHE MODEM: The choice is yours, as it appears that both these modems will be compatible with the PS2 and HDD.

Plans are also afoot to test run the company's server with 500 lucky gamers being able to play a version of *FF9*'s Tetra Master card game on-line.

FF11 will then launch in March 2002 and will offer anyone who purchases the game one month's free network connection. Once this trial period is complete, access to the game's world will become a pay-per-use situation similar to that employed by the well established PC title *Ultima On-line*.

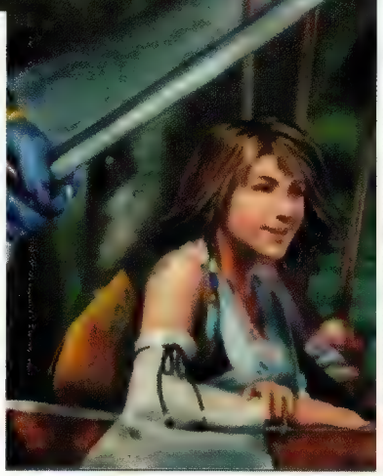
As far as the game is concerned, we're checked out the free demo that came with *FF10* and, at the moment, it's looking very different from any of the previous titles. Following the sentiments of *FF9*, the action's more sword and sorcery rather than the recognisable combination of high and low technologies – a case of dragons and knights instead of mechanised flying ships.



BOLD DEPARTURE: The look of the game is remarkably different from any of the *Final Fantasies* that have come before.

"DURING THE PEAK OF DEVELOPMENT WE WERE WORKING UNTIL MIDNIGHT EVERY DAY AND RETURNING TO THE OFFICE ON THE FIRST TRAIN THE NEXT MORNING"

EIJI NAKAMURA FF10 SOUND EDITOR
One of the huge team of programmers that worked on *FF10*. Currently they're all off on a well earned break BEFORE getting to work on the English translation... damn it all!



STUNNING: We've only just scratched the surface of the game, and it's already got us gasping in unashamed wonder.

FRAME ABOUT FRAY: The PAL conversion of *Onimusha* was marred by intrusive black borders.

>PSM2 INVESTIGATES 調べる

BORDER CONTROL

UK gamers stuffed again? PSM2 kicks down the wobbly black borders to discover the truth about *Onimusha*'s poor PAL conversion.

Most of you love *Onimusha*. We gave the NTSC version a healthy score of 80, and it went straight to the top of the charts in the UK. But some people aren't happy. Why? Well, there's bleedin' great black borders round the screen.

So what's going on? Basically, NTSC TVs have a resolution of 525 lines and a screen refresh rate of 60Hz, while PAL TVs have a higher resolution of 625 but only run at 50Hz.

The problem is that when games have been specifically coded for the NTSC format – that's if they were made in Japan or USA first – they have to be converted before they're released here.

To deal with this, developers can either attempt to run the game at full-screen – which could leave it moving appreciably slower – or leave 100 lines of empty black nothingness at the top and bottom of the screen. Obviously, neither's very appealing – but there is an alternative.

Most TVs made in the last ten years can support both 50Hz and 60Hz screen options, so in theory developers could include an option to switch to the better mode. Before the launch of PS2, Sony stated that they were going to allow all developers to feature a 50hz/60hz option in their games for the PAL market. Sega did the same with the Dreamcast, and the majority of games actually supported both formats – but few PS2 games do the same.

Why's this happened? We went to Sony, who offered the following response:

"Although it is technically possible to include both a 50Hz and 60Hz mode on some games, developers sometimes choose to offer PAL gamers the same quality of experience with a carefully and expertly tuned PAL conversion.

"This normally offers all the speed, exhilaration and attention to detail that you would have found in the original NTSC copy of the game. SCEE acknowledges that there are an increasing number of consumers with TVs capable with both PAL and NTSC display – but it's important to note that not every TV has this feature.

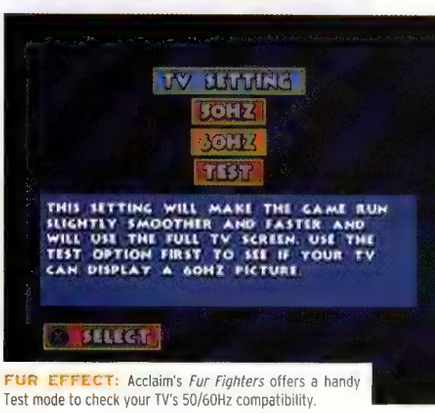
"Where possible, we encourage developers to explore the possibility of including both modes of display in the game. It's also the creative, technical and commercial choice of the software developer as to whether they include this feature – not something that SCEE can insist upon."

THE INNOCENTS

Certain games already provide a 50/60Hz option, the clever blighters. Gentlemen, excuse yourselves...

Dead Or Alive 2	**Sky Odyssey**
Ready to Rumble 2	**Fur Fighters**
Le Mans 24 Hours	**NBA Hoopz**
Extreme-G 3	**Crazy Taxi**

PSM2 RECKONS [illegible]


TV SETTING
50HZ
60HZ
TEST
THIS SETTING WILL MAKE THE GAME RUN SLIGHTLY SMOOTHER AND FASTER AND WILL USE THE FULL TV SCREEN. USE THE TEST OPTION FIRST TO SEE IF YOUR TV CAN DISPLAY A 60HZ PICTURE.
SELECT

FUR EFFECT: Acclaim's *Fur Fighters* offers a handy Test mode to check your TV's 50/60Hz compatibility.

SIGN AND HAPPY PEOPLE: We're not sure if the track beauties will play a part in the Story mode.

>FIRST LOOK シフカノ

BURNING AMBITION

At the *very* last minute, we snagged this heart-stopping shot of Acclaim's mental city-racer *Burn Out*. What you can't see from this ultra-detailed screen, is how quickly the damn thing moves – shifting the same detail as *GT3* at almost double the speed. The chaotic city motorways defy conventional wisdom about the power of PS2. The car collisions cause dramatic smashes – which get replayed from a variety of Matrix-style blurred angles.

QUAY TO THE CITY: You'll be thundering through the busy streets, often against the flow of traffic.

PSM2 RECKONS *One to watch. The graphics are as good as anything produced by Sony's in-house development teams. We're unsure how the explosive crashes will be integrated into the game structure, but remain beamingly excited. This could, potentially, nick the crown of racer-of-choice from the all-conquering GT3.*

>PSM2 WORLD EXCLUSIVE フルフヌ

TOCA THE DEVIL

PSM2's world exclusive details of *TOCA Race Driver* – the revolutionary sequel to the PSone classic.

Talk about populism. The PSone original sells 3.5 million copies, and now Codemasters want the sequel – *TOCA Race Driver* – to be the World's first soap opera on wheels. Races will be bound together by a plot-driven narrative. You'll guide rookie driver Ryan McKane – eek – from test driving humility to world championship glory, battling against rival drivers and your family's fiercely demanding driving heritage. Damon Hill meets Ken Barlow at 200 mph.

The high-impact racing will receive a startling overhaul. As well as real drivers, tracks and teams, *TOCA*'s FEM – Finite Element Modelling – damage system promises the most realistic collisions yet. The physics-heavy model calculates car deformation in real-time, inflicting damage based on impact time and the speed of collisions. Apparently, we'll never see the same results twice. The car physics and AI system will also receive some extra next-generation polish.

In a veiled broadside at *GT3*, *TOCA* Producer Gavin Raeburn outlines his vision: "It's no longer sufficient to deliver a new edition of a best-selling franchise. We've got to move on from sequels that justify themselves by adding more cars and tracks. With *TOCA Race Driver*, we want to move the whole racing genre forward by delivering a passionate experience for the gamer to connect with."

GREEN AND BEAR IT: The FEM impact system ensures every crash will look different from the last.

The game will abandon traditional options menus – possibly throwing gamers straight into the action with a movie sequence based on the storyline. Your first joypad input could be from being thrown instantly behind the wheel. There'll be no adjustable skill levels, just 'reactive' computer AI – which adjusts to your ability, altering rivals' speed and aggression. A host of real-life races have been licensed, including the British Touring Car Championship and Germany's DTM Championship. Expect a June 2002 release.

PSM2 RECKONS *Impressive. We admire Codemasters' bravery but worry that the Story mode will fall flat on its nether. As long as the cut scenes can be skipped and the racing action is as fast as ever, this should be a killer game.*

>UK EXCLUSIVE シフカノ

TONY HAWK'S PRO SKATER 3

Neversoft continue to amaze us with new details from Tony's PS2 debut. In addition to the Revert function – linking vert and street moves – we've seen new Flatland tricks, accessed using advanced D-pad taps, not ollies. With a full Special Bar, moves such as Handstands and Anti Capsers can be linked into combos. The advanced story-based challenges are running smoothly at 60fps.

PSM2 RECKONS *Expect an exclusive, unrivalled preview next issue. Nobody'll push the game harder than us.*

VERT AND ERNIE: The advanced Lip Trick system makes uses of the Special Bar for critical moves.

FLAT BOYS: The D-Pad activated Flatland moves will feel familiar to Rodney Mullen fans from the PSone prequel.

GURNING JAPANESE: The all-new Tokyo course features flashing neon and incredible street action.

FATBOY TRIM: The cars will be accurately modelled on their real-life counterparts, with reactive driver intelligence.

BYTESIZE

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PlayStation®2

TEKKEN 4

PSM2 gets the jump on King of Iron Fist before its arcade release. We've got exclusive in-game screens and tell you how it's shaping up for PS2.

DEF-CON LEOPARD: King goes to batter-alert, with some of the most detailed character renders we've ever seen.

Everything's speeding up. A scant three months after the first teasing glimpse of *Tekken 4* at E3, playable versions have turned up in Japan – and PSM2's correspondents were first in line for a go.

So, what's changed? At first glance, not a lot – but while the scenic interaction's the most obvious new element, the movement system's actually been radically altered. For the first time, *Tekken*'s playable in – crikey – *proper* 3D. As Namco explain it, this means that the conventional D-pad directions (up, down, left or right) move your character in three dimensions – forwards, backwards, or side-stepping, while the diagonals take care of jumps and slides. For our verdict on the other changes, glance to the right, where we've handily illustrated what they are, and explained whether we reckon they'll actually help the series.

At the moment, only eight characters are playable, but the time-release function'll be staggered so that characters appear in Japan and the USA simultaneously. After the frosty reception Ogre, Gon and Dr Boskonovitch received, Namco have promised that there'll be less inhuman/comedy characters this time – although no-one's ruling out Devil Kazuya as a secret character, but Heihachi's definitely still in place as the tournament founder – and final boss – while a hooded figure pictured in Japanese ads for the game is strongly rumoured to be Jin.

Incredibly, *Tekken 4*'s currently slated for a European arcade release before the end of this month, although the PS2 version won't arrive until next year. We've got a sackful of change and an aggressive glint in our eyes already.

STEVE FOX

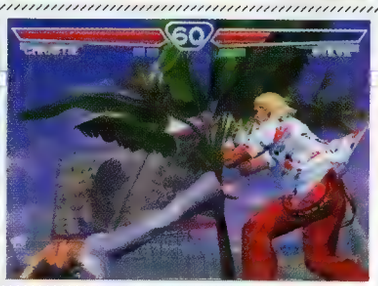
British boy Steve's been motion-captured from a professional boxer, so he doesn't have many kick moves – instead, the buttons'll be used for different footwork techniques. He's also got some Bruce Irving-style clinches instead of throw moves.

PSM2 VERDICT

We're a little bit concerned about Steve. With combos like the British Edge (LP, RP, LP, 2, RP), he *could* be the pugilistic version of Baek – all dramatic flailing and no subtlety. Still, it's nice to see a patriotic choice creep into the series, and his sway moves are proving very popular with veteran Japanese tournament fighters. 8/10

CHRISTIE MONTEIRO

She's prettier than Eddie Gordo, but Christie seems to use a near-identical move set – including those Capoeirista-enragingly daft throws. Capoeira mestre Marcelo Pereira hasn't returned to motion-capture any new moves, and the only ones we've seen are fairly weak slaps and punches.



PSM2 VERDICT

Promisingly, on Namco's own 'User Class' system, she's now regarded as a character for expert players. We couldn't see much difference when she was fighting – but then, we don't know what 10-string combos she's got. The button-mashing ways of Gordo lightweights could be at an end. 4/10

CRAIG MARDUCK

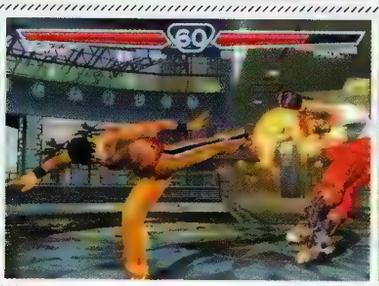
Although he's the tallest character in the series, Craig won't be the strong-but-slow cliche of traditional game lunks, using tactical throws and mounted punches of Vale Tudo to good effect. His designer, Yonemuri Yuuichi, calls him "fierce, crude and cruel."

PSM2 VERDICT

Craig's the perfect foil for King – a subtle character with some horribly punishing moves. Looking distractingly similar to real-life Vale Tudo champ, Bas Rutten, we're expecting him to be a tournament favourite. The perfect choice for the new smash-their-head-into-that-concrete-post fighting ethos? Could be. 7/10

NEW LOOK

Two years have passed since the last tournament, and the style-conscious scrappers have all had makeovers. Some – like Yoshimitsu's horned-beetle look – are just cosmetic, but others reflect plot developments like Kazuya's slightly gammy eye.



PSM2 VERDICT

The flapping shirts, wind-ruffled hair and facial expressions are an improvement on *Tekken Tag*'s, and it's nice to see Kazuya back on sneery-faced form. We're not entirely convinced about Marshall Law's lip-fur, though – and as for Yoshimitsu's Skeletor-esque armour... 5/10

CONTROLS

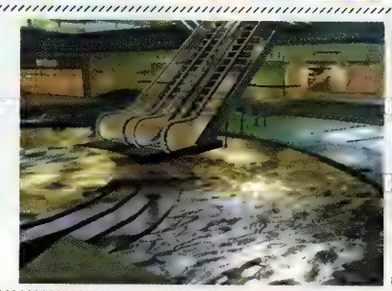
Gameplay revolves around the tactical importance of proper positioning. You won't be able to jump up or backwards – prodding up on the stick produces a continuous sidestep motion – while side throws, counters, and the new Position Change move (←+⊗ +◎ on PS2), are a crucial way of trapping your opponent.

PSM2 VERDICT

The fights now seem more realistic than ever – it's now vital to master lateral movement. Also, while there's no benefit to be had from a height advantage when you're trading punches, attacking from a raised area makes previously unheard of juggle combinations possible for expert players. We heartily approve. 9/10

STAGES

The new stages are divided into three categories, which we're tentatively calling narrow, middle-distance and huge. Although the 'Unlimited Field' system's gone, the biggest arenas won't restrict your movement, simply offering a few things to smash.

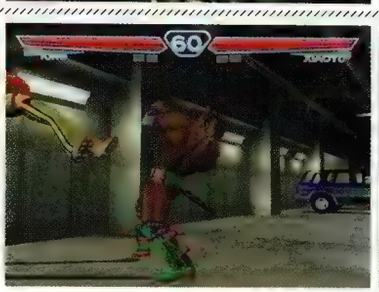


PSM2 VERDICT

So far, the only playable stages we've seen are the rooftop and the beach, leaving us with many unanswered questions. Can you fight on a moving escalator? Will you be able to thump members of the crowd, circa 1990 brawler *Pit Fighter*? Is there any danger of getting run over by a plane? We suspect not. 7/10

SCENERY

Jostling for position in the new environments is crucial – and you don't want to get trapped with your back to a wall. Throw an opponent into the scenery, and they're unable to Tech Roll to their feet. Punch them against it, and they'll pause there for a second, letting you get a bit more punishment in.



PSM2 VERDICT

Hopefully, the damaging nature of the scenery'll make for much more aggressive combat. At the moment, it's a little bit too easy to destroy 80 percent of an opponent's energy bar with two swift moves. Still, we trust that'll be rectified by Namco's traditionally exhaustive playtesting. 8/10

KAZ FOR CELEBRATION: Yamauchi-san jetted into the UK for a special appearance at HMV's Oxford Street store.

›UK LAUNCH NEWS フルワヌ

GT3 ROCKS UK GAMERS

The World's greatest driving game skids into UK stores sparking mild hysteria and incredible sales of Sony's 128-bit powerhouse. Even the ladies were impressed... apparently.

The UK launch of *GT3* has rocketed PS2 sales, out-performing the industry's wildest expectations. On Friday 20th July, retailers were swamped by gamers demanding Sony's driving masterpiece. HMV's flagship store, Level One Oxford Street, held a bumper launch party with a guest appearance from *GT3* Producer Kazunori Yamauchi.

Flagged by Page Three lovelies, Yamauchi proudly announced, "I'm very emotional to see the fans so happy. I think people in Europe love cars more than any other territory."

Trade was brisk, according to Dan Cuomo of Electronics Boutique, Oxford Street. "We've done a lot better than expected. After four days, nobody's traded in a copy of *GT3*. The response has been terrific." His sentiments were echoed countrywide. Simon Blondel of Newport's Gamestation enthused, "This is the biggest title of the year. We'd sold all our steering wheel bundles – at £104.95 each – by mid-afternoon. *GT3*'s selling three times faster than anything, and that even includes *Onimusha*."

According to Sony, 120,000 copies of *GT3* were sold over the first weekend – including 5,100 wheel bundles. Over a fifth of UK PS2 owners bought the game. *GT3* shot straight to the top of the ChartTrack All Formats chart, achieving the fourth biggest sell through of all time – behind *Smackdown! 2*, *GT2* and *Pokemon Yellow*. The market rose in value by 24 percent over the previous week's sales – with a 20 percent increase in PS2 hardware sales. Similar results were reported in the States, where *GT3* shifted more copies at launch than any game in American history – over a million units were shipped to retail.

PSM2 RECKONS *Great news, and hardly surprising – people were holding out on PS2 until GT3 arrived. This should spark Sony's sales into overdrive – expect more exclusives to be announced by Christmas.*

›UK SOFTWARE NEWS ソフトカン

PS2 GAMES FOR £14.99

Midas Interactive will deliver a range of budget PS2 titles in time for the traditional Christmas battle for your cash. At least eight titles will be available at £14.99 each – though the line-up is being kept a tightly guarded secret until this year's ECTS trade show in September. Midas' President Paul Share confirmed that they'd spoken to a number of publishers at E3 about licensing their games. When we probed deeper, a company source hinted that we can expect puzzle, driving, fighting and sports games – *some* of which are already on release. The company have previously been successful with their £7.99 budget range for PSone.

PSM2 RECKONS *This is great news for gamers wallets and the overall growth of PS2. Fighting games... hmm.*

INSPECTOR BUDGET: We're guessing, but our bet for a release is *Dynasty Warriors 2*. Price slashed, y'see.

BYTESIZE

バイトラシサ

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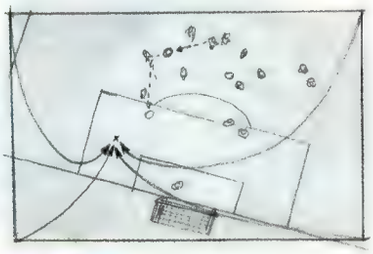
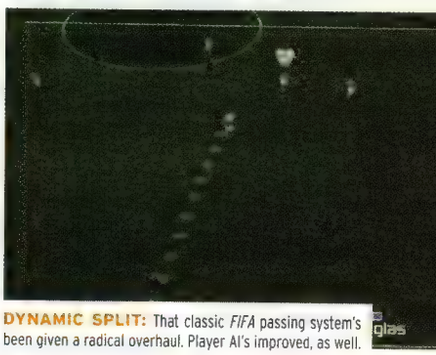
›**JAPAN:** Sony have a new music game in production called *Shake It Bravo*. Due out on 27 September, you play a music conductor for a band called Bravoes and

SLAP AND TACKLE: EA's trademark player likenesses look like they've gone up a gear as well as the gameplay.

PITCHIN': The stadium are still magnificent places to visit. You wouldn't expect anything less from EA, really.



SCORE DRAW: A lot of work's gone into reworking a system that might be good enough to beat *ISS*.



DYNAMIC SPLIT: That classic *FIFA* passing system's been given a radical overhaul. Player AI's improved, as well.

›PSM2 UPDATE フハフヌ

FIFA 2002

The gameplay goalposts are being moved. EA aim to take on Konami's *ISS*... and, blimey, win.

A new season kicks off, Veron's wearing a Man U shirt, Keegan's back on the scene and Ipswich are in Europe. Football's joy is it's unpredictability, but who'd have betted on EA Sports joining in the fun and overhauling *FIFA*'s crusty old gameplay?

The catalyst for change may well be Konami's *Pro Evolution Soccer* aka *Winning Eleven 5*. It's the best footie game ever – we've been playing the Jap version to death – and EA Sports have finally been forced to sit up and take notice as the two games go head-to-head in November.

So what's changed? For a start, the traditional *FIFA* passing system has been torn apart. No longer will you be able to press ⊗ expecting the ball to arrive neatly at a team-mate's feet. Every pass must be accurately directed and weighted correctly with the aid of a power bar. This will open up the game, allowing the ball to be played into space for runners breaking from midfield.

In fact, team-mates will automatically make searching runs expecting to receive through-balls. One-twos are also possible, as are curling, swerving shots and crosses.

The first obvious effect of this new gameplay model is to make *FIFA* quite tricky to play. That is, until you realise you can still dribble as easily as before, abandoning patient team-play for short-term gain. However, the developers assure us that success in the long-run can only be achieved by mastering the new passing system.

PSM2 RECKONS *Might EA loose their core audience for the sake of ISS? Hmm.*

›TECHNOLOGY NEWS シフヨカ

FREE STUFF

Just look at it. Dear God, just look at it. Rarely do you see such a gathering of PS2 hardware in one place at one time. And we've giving it all away. To get your eager hands on one of three huge starter packs from those lovely folk at Gamester, answer to this shockingly simple question:

Who stared alongside Matthew Broderick in The Cable Guy, was it:
a) Jeremy Irons
b) Ben Stiller
c) Jim Carey

Answers to: Gamester Giveaway, PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Closing date: 14 September

THE PRICE IS RIGHT: Because it's free. One wheel, two pads, a DVD remote plus a fistful of cables. Lovely.

must control the flow of music using the four analogue symbol buttons – the harder you press, the stronger the beats. With 34 different songs to conduct there's plenty of longevity, but whether it's too acquired a taste for PAL territories remains to be seen, as no UK release has so far been announced by SCEE.

› **JAPAN:** Arcade racing fans, who just so happen to be able to play import games, will be glad to learn that Atlus is to extend its long-running *Togemax* series on PS2 with the third instalment due out in Japan this October. Compatible with the GT Force steering wheel controller, players must master the art of drifting around the bends in a variety of cars. Four different modes of play will feature.

› **JAPAN:** Banpresto is to release a new strategy simulation game in Japan this September called *Tokusatsu 2001* (Super Hero Avengers 2001). It brings together a wealth of characters from an array of popular Anime sagas, including Ultraman, Kamen Rider, Ironman-17, Gabin and Super Robot Red Baron. Each character has their own unique special moves and attacks, and you can use pent-up energy to transform into super beings during battle. Needless to say, it's likely never see the light of day over here.

› **JAPAN:** Koei has unveiled the third instalment of *Dynasty Warriors*, which is due

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STRATEGY pg78
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PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

プレビュー

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンショウホウ

IT WASN'T SO LONG AGO THAT ALL WE COULD TALK ABOUT WAS 'EMOTION' AND 'ENGINE'.

DUNCAN

It really seems like only yesterday that Sony had us exchanging opinions, and occasionally blows, over how a console could really change the way we played games forever. Twelve months ago we did have a collective opinion about this 'emotive' future – it involved a copy of *Sky Surfer* and the 'emotions' were expressed with the kind of Anglo-Saxon adjectives and sporadic door kicking that'd freak out a docker.

A year on and things have changed. Despite unseasonally warm weather – a summer that almost looks like it's making the effort not to be a slightly less depressing winter – we're behind closed blinds, and afraid.

There we were happily enjoying a round of crazy golf with Cornetto stains dribbled down our shirts, when we sneaked the opportunity to play through brand new levels of Konami's *Silent Hill 2*. Since then it's been grey skies and nightlights. The PSM2 summer's gone the way of The Ashes and disappeared into a bleak corner, a jellied wreck.

These are the emotions we could only imagine that PS2 could deliver. Tangible fear – from a console? Oh, yes. And, to some of the team, it's all too real. Remember, kids: don't have nightmares. **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development, and combined with our essential hands-on verdict. Our new-look summaries give you our preliminary scores, out of five, for the following features: Originality, Handling and Presentation, as well as giving you the crucial game details we think will make a difference to you. PSM2's previews are essential reading for committed gamers.

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

NEW & IMPROVED!
MORE OPINION THAN EVER BEFORE

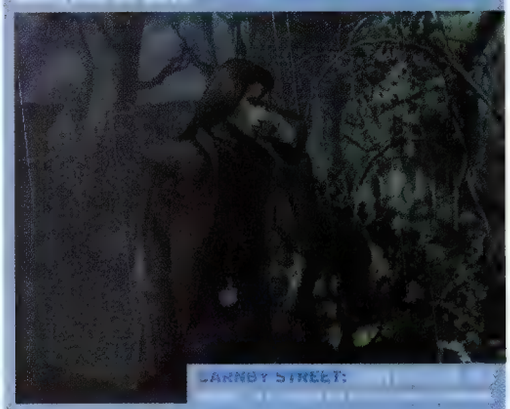
EXPECTED UK SEPT

ALONE IN THE DARK

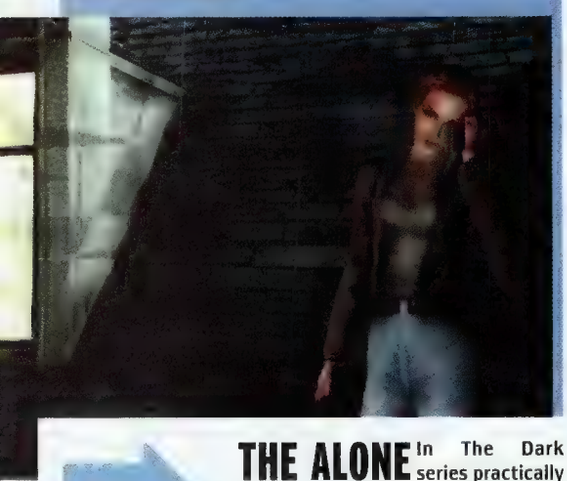
The daddy of survival horror's back – and he's got a rather fetching new barnet...

YOU ARE NOT ALONE

1



CARNBY STREET:

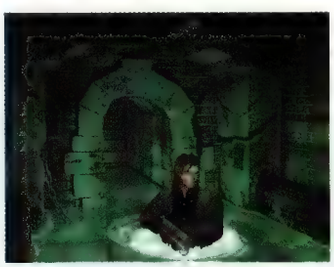


THE ALONE

In The Dark series practically invented horrific gaming on the PC, combining piratical nasties with pleasingly Victorian-era weaponry to excellent effect. By the time it appeared on PSone, though, it looked a bit dated compared to the first *Resident Evil*. Not too surprisingly, then, Darkworks have clambered onto the survival horror bandwagon popularised by Capcom, sticking the tag on the game's latest installment and plundering several of the ideas that made the desiccated series so popular in the first place.

"AFTER THE DREAD OF SILENT HILL 2, ALONE IN THE DARK ALMOST COMES AS A RELIEF"

PSM2 UPDATE



WADE A MINUTE: Down in the lower sections of the mansion you'll have to get your socks wet.

TRIPLE PUMP: The ever-reliable shotgun gets a third barrel, making it even more lethal.

ELECTRIC 'AVING YOU: Your lightning gun makes quick work of the light-shy monsters.

Just to get this out of the way – yes, it's almost exactly the same game that came out on the PSone a couple of months ago. *The New Nightmare*'s been in development for three years, so – working on the assumption that PS2 owners won't buy games for the older console – Infogrames have reworked the game engine – which now looks just a shade better than *Code: Veronica*'s – but left the story, monsters and weapons almost untouched. Glad we've got that over with.

First up, Edward Carnby's back – although rather than being the chubby, moustacheioed gent of the first game, he looks like a cross between Antonio Banderas and Michael Bolton. New to the series is the off-puttingly tight-trousered Aline Cedral, an ethnologist searching for her estranged parent. Carnby's investigating the murder of his friend Charles Fiske – and they're both supposedly travelling to Shadow Island to translate some ancient tablets. Their plane crashes – no surprises there – and this is where the game proper starts.

You're given the choice between the two, who've been split up in the crash, and then – much like the original *Resi* – you play from their perspective for the rest of the story. As befits the 'rules' of horror – and the game's title – Edward and Aline never spend too long around each other. Their paths cross occasionally, but they invariably split up, usually to 'save time' or 'search quicker'. Well, you would, wouldn't you?

The two-fisted item system means you can carry a Mag Lite in one hand and a pistol in the other. It's also possible to stalk from room to room with both at the ready, sweeping darkened corners with a finger on the trigger – a touch that's frustratingly absent in the *Resi* games.

Carnby stomps around the grounds dispensing lead-spitting retribution at anything that dares look at him, while Aline begins the game on the roof, unarmed, fending off demons with a torch. It's here that *AITD*'s impressive light-sourcing comes into play – some monsters are repulsed by bright lights, while others attack them with extra ferocity. Later weapons take advantage of this – find a plasma rifle, for instance, and keep the slithering things away by dazzling them with a big swooshy cone of super-heated air.

After the lingering dread of *Silent Hill 2* and the unabashed schlock horror of *Resident Evil*, *Alone In The Dark* almost comes as a relief. It's not going to be the scariest game on PS2 – but it won't drive us, whimpering, back to *Klonoa 2* either. If anything, it feels a bit similar to going on a ghost train – owls hoot, things jump out at you, you see all the setups coming a mile away – but it's sort of comfortably frightening nevertheless. **PSM2**

We'll be reviewing Alone In The Dark *next issue.*

BEAM THERE, DONE THAT: Aline lets rip with the effective laser rifle. Nice scatter effect, too.

GOING GREAT GUNS

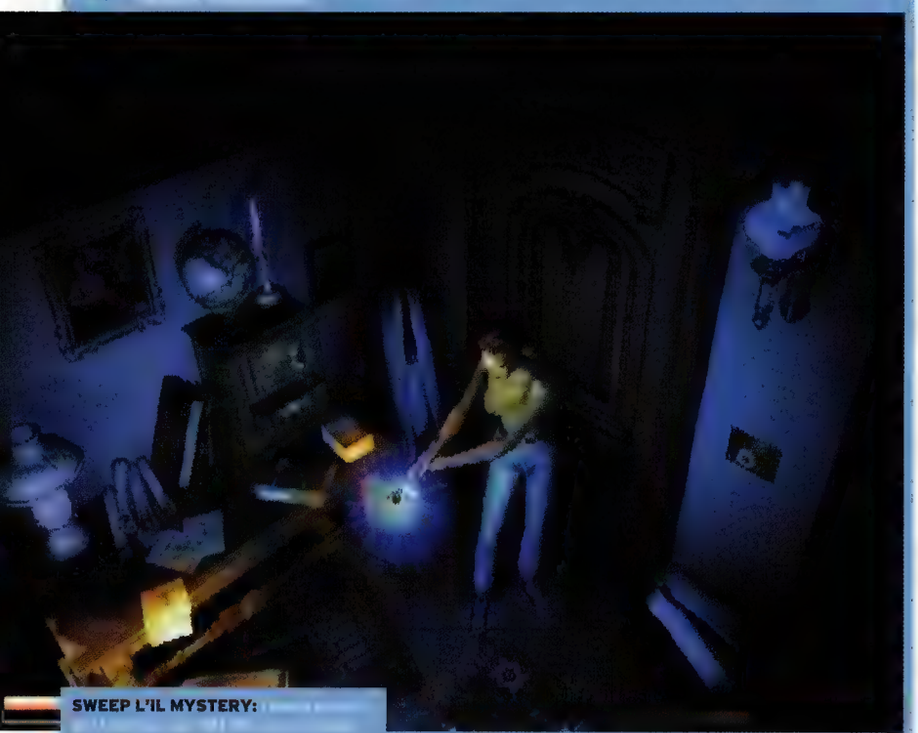
2

As you'd expect of a *Resi*-style game, the initial scrabble for ammo quickly gives way to the bloodlust of finding a new toy and running around trying to find someone to use it on. *AITD*'s got an impressive arsenal, from conventional pistols and grenade-launchers to triple-barrelled shotguns. There's also a dazzling (ho ho!) array of weaponry that works by focusing light against the lurking beasties.

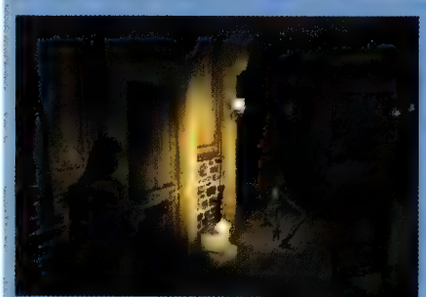
LET'S DO LAUNCH: As well as light-based weapons, there're plenty of explosive toys as well.

IT'LL BE ALRIGHT WITH THE LIGHT

3

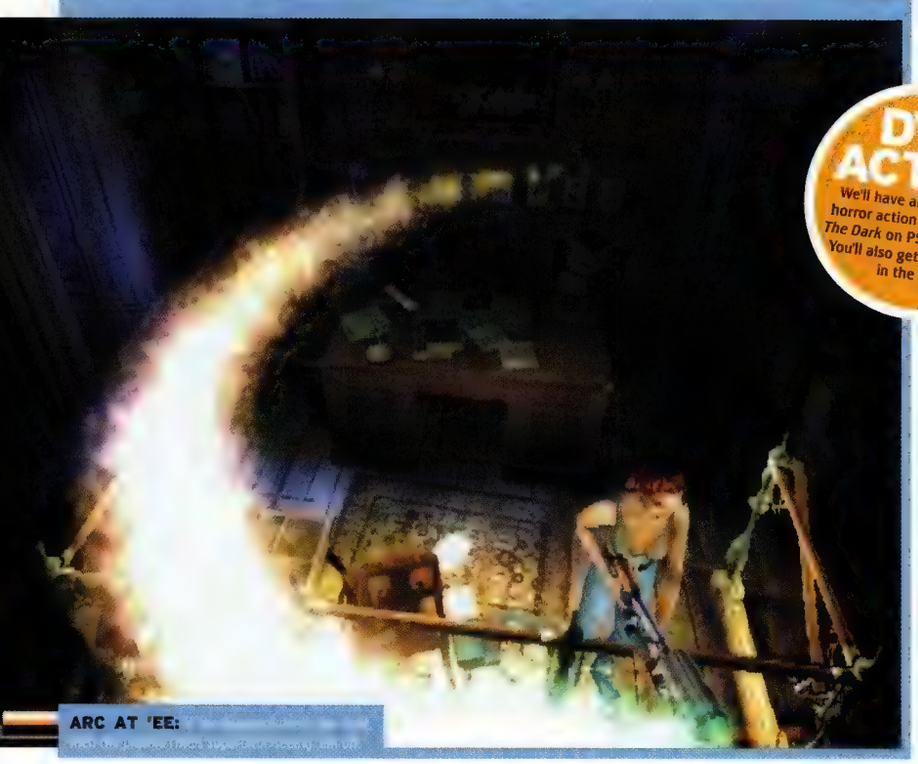


SWEEP L'IL MYSTERY:



GREEN ROGUE:

CORNER STOPPED:



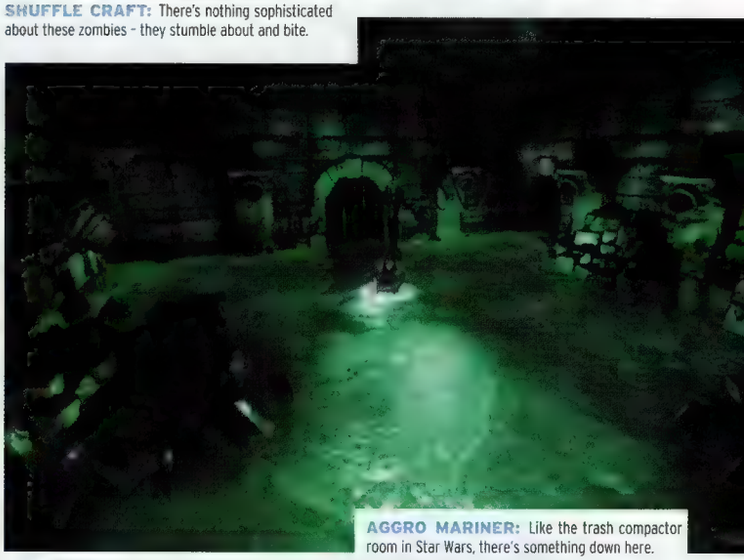
ARC AT 'EE:

SHUFFLE CRAFT: There's nothing sophisticated about these zombies – they stumble about and bite.

KNOW FEAR

4

The scariest bit we've yet encountered in *Alone In The Dark*, then. You find a bloke who's had his arm ripped off, who mumbles menacing things and tells you *in no uncertain terms* to avoid going into the mansion. You're happily strolling off, oblivious to his warnings, when there's a loud bang. He's just shot himself. It doesn't get much worse than that, but if you're of a nervous disposition, have a look at these pics to see if you can deal with being *Alone*.



AGGRO MARINER: Like the trash compactor room in Star Wars, there's something down here.

SAFE FROM ARM: Carnby elects to ignore this injured man's dire warnings about the mansion.

DREAM CRACKERS: Aline suffers these bizarre flashbacks which relate to her missing father.

HANDS-ON VERDICT

5

Given that the control system's almost identical to every survival horror game released over the last five years, you'll have no trouble trundling around the catacombs and forests, but you'll still run into walls occasionally. So far, we've yet to encounter anything that's genuinely disturbed us – just a few well-placed shocks and the odd nasty bit of things popping out of dark corners at you. After *Resi*'s artful set-ups, it seems a bit cheeky to try to surprise you with the old enemies-that-appear-out-of-nowhere trick that scared the heck out of you in the first *RE* series, but that's just the sort of game this is.

You'll love it because...

It's got all the atmospherics of a survival horror game – without the lurching queasiness that goes with playing *Silent Hill 2*.

You'll hate it because...

You want survival horror to try something new, dammit. Or you've already got the PSone version.

DVD ACTION

We'll have all the survival horror action from *Alone In The Dark* on PSM2#14's DVD. You'll also get a full review in the mag.

ORIGINALITY (out of five) ★★
HANDLING (out of five) ★★★
PRESENTATION (out of five) ★★

ALONE IN THE DARK

INFO

- **DEVELOPER** Darkworks
- **PUBLISHER** Infogrames
- **GAME TYPE** Survival Horror

ANTICIPATED FEATURES

- [redacted]
- [redacted]
- [redacted]
- Over 1,300 pre-rendered backdrops, most viewable from at least two different angles.

WHERE IT'S AT...

- The game's all there – we're just waiting for little touches like the fluorescent blue 'development blood' to be replaced with proper arterial spray.

BIFF! PAN! POW! Environmental interaction's pleasant but limited - like shooting these pans.

EXPECTED UK LATE 2001

TIME CRISIS 2

Hurry up! Duck! Shoot! Look out for that low shelf! The dodging and diving continues in the second arcade installment of Namco's best shooter.

PSM2 FIRST PLAY

DODGE CITY: As ever, shots that'll hit you are ringed with a warning flash of red. Time to move.

THERE'S something a bit scary about seeing people play gun games. Within seconds of pressing start, even the most playful of people are transformed into ruthlessly efficient killing machines.

The main new element in this sequel, of course, is the two-player mode. In the arcades, two gigantic cabinets were mounted side by side to provide two different views of the action. For a single-player, this means there're effectively two slightly different games to play. You're shooting at the same bad guys, but from different angles – with a CPU partner drawing some of the fire. In two-player mode, it works even better – you'll frequently duck a barrage of automatic fire, only for your mate to ruthlessly gun down the people shooting at you. Top fun, but a nightmare for console conversions.

Unfortunately, the split-screen mode's not great – even on our 26-inch Wega TV, it's a bit difficult to see what's going on, so anyone stuck with a portable can forget it. There's an i-Linked two-player mode, but of course you'll need two sets of everything. Mercifully, Namco have added a new game mode that wasn't in the arcade – Double Gun mode allows two players to shoot from the same viewpoint, which works fine.

Finally, the obvious problem with this sort of game is its longevity – and *Time Crisis 2* seems easier than its predecessor. PSM2 completed the main game after investing an hour of trigger-time, and we haven't been shot by a boss yet. We're sure this'll change for the UK version. **PSM2**

Time Crisis 2 is currently slated for a Christmas release

"THE SPLIT-SCREEN MODE'S NOT GREAT - IT'S A BIT DIFFICULT TO SEE WHAT'S GOING ON"

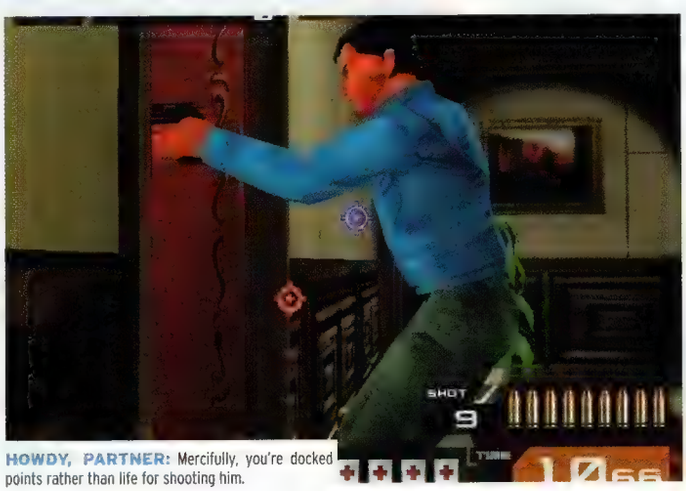
SPLITTING HEADACHE

1 Where the arcade version relies on two great big cabinets wedged side by side, the home version of *Time Crisis 2* – if you're playing on a single machine – makes do with almost quartering the area of screen you use. This is the view you'll see in two-player split-screen mode – including those whopping great black borders to keep the views square. Time to get an i-Link cable, then...

BANANAS SPLIT: Can you make out the bad guys? Come closer. Until your nose touches the page...

THAT'S KNIFE: The enemies seem weaker than ever - especially the machete-swinging loggers.

TRAIN SPOTTER: There's something very Cagney and Lacey about providing covering fire.



HOWDY, PARTNER: Mercifully, you're docked points rather than life for shooting him.

HAPPINESS IS A WARM GUN

2

MAN HOLES:

TIN CUP:

DON'T DUCK BACK IN ANGER

4 In *Time Crisis*, as in life, it's always a good idea to be on the lookout for low bridges, electricity pylons and falling pianos. If a yellow Danger sign pops up, let go of the duck button and watch the threatening objects sail by. Finally, always – *always* – look out for the annoyingly accurate Sinister Red Men...

EXPRESS CHECKOUT: Don't stick your head out of the window in a moving train...

CAPTAIN'S LOG: Safety lessons, *Time Crisis*-style - don't loiter near lumberjack equipment...

ROCKET SOCK 'EM: And, of course, avoid portly men swinging nuclear missiles.

DVD ACTION
Next month we'll be showing you how stunning *Time Crisis 2* looks, with some exclusive extracts on our DVD – don't miss it.

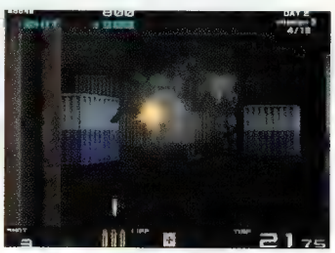
ROCKING THE BOAT: Here you've got to pop the bad guy with a single bullet as he whizzes past.

CRISIS MISSION MODE

3 Crisis Mission's a selection of mini-games designed to challenge your shooting ability. As in *Point Blank*, each tests a different skill – some rely on taking people out at speed, others test your accuracy over a distance, and some simply fill the screen with Sinister Red Men, leaving you dodging like a popular Beano character.

HOSTAGE TO MISFORTUNE: Hit any civilians and this one's over straight away.

SMOKEY AND THE BANDITS: The heat-shimmer's incredibly off-putting - nice effect, though.



ALONE IN THE DARK: Or not. Watch for the slightest movement, than let rip with the GunCon 2.

HANDS-ON VERDICT

5 *Crisis 2*'s an addictive joy – you're always convinced you'll be able to dodge *that* bullet or shoot *that* ninja next time. Unfortunately, the GunCon 2's less impressive – the duck buttons are a bit fiddly to reach, and the wire's really short. Still, it looks cool, and the inclusion of a reload button where you'd normally slap the mag in is a clever touch, as is the mini D-pad in place of the hammer. Our only reservation's – as always with gun games – is its long-term appeal – but the Crisis Missions offer so much scope for perfecting your game that they demand obsessive play.

You'll love it because...
Everyone loves a quick blast on a gun game, and *Time Crisis 2* is the best one around.

You'll hate it because...
The main game takes up less time than an episode of Hawaii Five-0. Let's hope that'll be rectified for the UK version

ORIGINALITY ★★
HANDLING ★★★★★
PRESENTATION ★★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

THAT'S A NICE BIKE

1 The Interceptor's got a new trick for PS2 – take enough damage, and it sheds a series of panels to reveal a nippy motorbike. Q-Branch would be proud.

CYCLE OF VIOLENCE: The bikes are seriously manoeuvrable, but can't take much punishment.

ROCKET ALL OVER THE WORLD: Your rockets should be aimed squarely on that bike.

HIS AND BEN HUR'S: Don't let the black cars approach from the side - see the spinny blade things?

GOING, GOING, GONDOLA: Watch out for innocent civilians holidaying in the Venice level.

ABOVE AND BEYOND: This view's pretty, but horrid to play. Note the handy mobile repair truck.

EXPECTED UK EARLY 2002

SPY HUNTER

Slip into a tux, mix yourself a dry martini and settle down for retro heaven – with some 21st century extras.

BACK IN 1983, ***Spyhunter*** **was the most exciting game ever created – and surprisingly sophisticated for a game that came out on the ZX Spectrum. Admirably, Midway haven't messed with genius, simply recreating it in shiny 3D, adding a sprinkling of next-gen magic and bringing many a nostalgic tear to the PSM2 team's normally cynical eyes.**

Those cars with the hub-spikes are back, and as ever, you've got a selection of missiles, guns and oil slicks to deal with them. Leap into water and your car still changes into a boat – although now the change is accompanied by a pleasing Transformer-style animation. The orange repair trucks? The bomb-dropping helicopters? They're all in there – but naturally, the PS2 version's a bit more structured than its predecessor.

Each level has a primary objective and a variety of bonus targets to look out for. They're littered with set-pieces, from turbo-jumping a set of explosive barrels to weaving through a series of fast-moving 18-wheelers. For chase-scene aficionados, there's a checklist of clichés to spot – smashing crates, startling chickens and sending boiler-suited goons diving for cover all feature heavily. The settings vary from pleasant Italian villages to heavily-fortified swamps, all littered with ramps – which are essential for picking up the level's bonus satellites – and short-cuts to make things interesting.

So far, *Spy Hunter's* closer to capturing the spirit of a Bond film than any driving game we've seen – *007 Racing* included. *Driver* and *The Getaway* might monopolise story-driven action, but for mindless arcade fun, this one's going to be difficult to beat. **PSM2**

Spy Hunter will hit the shops towards the end of September. Shplendid, Mish Moneypenny.

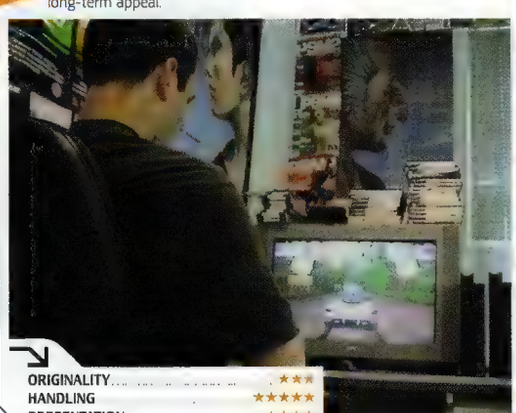
DVD ACTION
Feast on the Dragon Strike, Swamp Venom and Colombian Extract levels – and watch out for that car-to-boat transformation...

HANDS-ON VERDICT

2 **Considering the amount happening in a typical fracas, the framerate stays admirably nippy, only noticeably flagging in the split-screen two-player mode. The array of controls seems daunting at first, but after ten minutes it's simple enough to, say, screech past an enemy, flick the handbrake for an abrupt skid and send a guided missile into their petrol tank. Only the rear view niggles a bit – considering that you've got oil slicks and smoke screens to play with, it seems a bit harsh that you can only see their effect via a light blue thermal image. Apart from that, our only concern is the mission structure – it's a bit too easy to lose track of your objective amid all the chaos.**

You'll love it because...
It feels exactly like playing Sean Connery in any of the early Bond chase scenes.

You'll hate it because...
The difficulty needs tweaking, and we're not convinced about its long-term appeal.



ORIGINALITY ★★★
HANDLING ★★★★★
PRESENTATION ★★★★

SPY HUNTER
INFO
DEVELOPER
PUBLISHER
GAME TYPE
ANTICIPATED FEATURES
WHERE IT'S AT...

"SMASHING CRATES, STARTLING CHICKENS AND SENDING GOONS DIVING FOR COVER"

ALL FIRED UP: Fourteen weapons of mass destruction all waiting to be launched at targets.

EXPECTED UK SEPTEMBER

THUNDERHAWK: OPERATION PHOENIX

Core's classic chopper-shooter gets wheeled out for a third time and carves its blades through PS2. But what's changed since the early days of the Sega Mega-CD?

SIT DOWN behind the joystick of the AH-73M for the second mission of the game and you'll find it's raining outside. Lightning sparks across the horizon throwing the train below you into stark relief. Water lashes deafeningly against your rotors while the trails of enemy missiles scream dangerously close to your cockpit. You pursue the train, attempting to target the screw up big-style. Blinding white light – mushroom cloud – instant atomic death. As far as preview code goes, this one's hard as nails.

Which is no bad thing, as if this is the kind of difficulty we can expect from the six theatres of operation, *Thunderhawk* is destined to be one formidable challenge. Forget your *Blade's Revenge* and your... well, *City Crisis* doesn't really count, this game's all about calculating attacks, clearing a path to the objective, hugging the terrain and then carpet bombing it flat.

"IT'S ALL ABOUT CLEARING A PATH TO THE OBJECTIVE AND THEN CARPET BOMBING IT FLAT"

carriage behind the one carrying the nuclear warhead – and then you

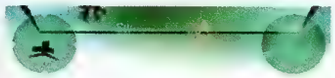
VIEW TO A KILL: Fly-by-wire and zoom views allow you to see the action through the bomb bay doors.

And, thankfully, reality has also been tweaked to exclude tedious things like fuel gauges and accurate collision detection. Instead there's a big punch of arcade handling and a catalogue full of pretty toys that go blam. Helicopters? With guns? We just can't get enough of 'em. **PSM2**

DVD ACTION
Core embellish this month's DVD with their own brand of chopper action. And keep an eye out for those stunning weapons effects.

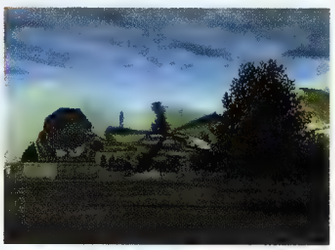
I HEAR THUNDER

The environmental effects of the game are one of its major strengths. Sunshine, rain, the passage from day to night, street lights sparking up in the towns below you at dusk... As far as signs of life go *Thunderhawk* has got a veritable cornucopia of it.



THUNDERCLAP NEW, MAN: Lightning bleaches out the horizon and warns of coming rain.

SUNNY DE FIGHT: Bright and breezy as you skim between the hills of Eastern Europe.



STRAIGHT TO HELI: It's mid-afternoon and here we are diving to our deaths for the first time.

HANDS-ON VERDICT

Once again your armour meter reaches zero, your rotors twist uselessly and you plummet to your death. This is one of those games where every failure helps fuel the strategy for your next run. And so, bit by bit, you map the entire combat zone in your brain and then breeze through to the accompanying oohs and ahhhs of your mates.

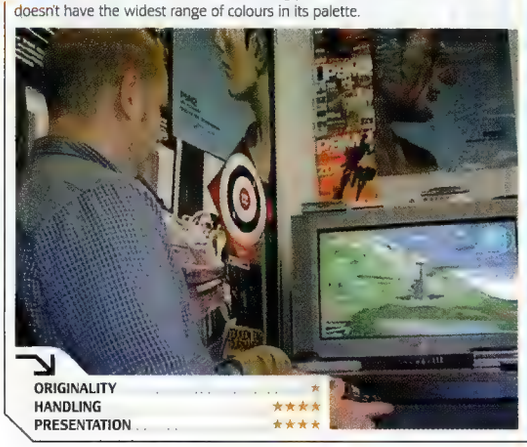
The chopper's handling's almost perfect, the controls – despite some initial confusion – soon become second nature and the weapon and environmental effects are lush. That said, there's still the ugly moment of clipping and it's often confusing as to where you need to go to finish a mission – things that should easily be sorted before the launch.

You'll love it because...

It's not a case of charge and blast. You'll have to think every time you pull the trigger.

You'll hate it because...

Some of the missions are frustratingly hard and, it has to be said, this doesn't have the widest range of colours in its palette.



ORIGINALITY ★
HANDLING ★★★★
PRESENTATION ★★★★

THUNDERSTRIKE

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

EXPECTED UK NOV

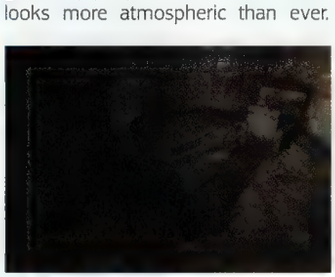
SILENT HILL 2

The sound of violence reaches a deafening crescendo, as Konami's bone- chiller spits up new playable levels and a slew of development secrets.

DRAGGED by stark torchlight through a creaking abandoned mansion, we choked back the smell of rotting meat to nab an exclusive chat with *Silent Hill 2* developers KCET. Konami's choice of venue compared favourably to the unsavoury terror of the latest playable code.

PSM2 UPDATE

Described as a 'grown-up game, for grown-up people', KCET's bone chiller looks more atmospheric than ever.



STAIN AND SUFFERING: Brutal acts are alluded to, but you rarely confront them head on.

The lighting effects are astounding. Torchlight flits over cell bars, warping and lengthening the shadows in accordance with your footsteps. Your shoes pound the hallways in dynamic 3D sound, lending the locations a macabre sense of solidity. It's almost unfair to view the screenshots in isolation – the atmosphere stems from an acute integration of sensory elements.

"TORCHLIGHT FLITS OVER CELL BARS, WARPING AND LENGTHENING THE SHADOWS"

Game Director Akihiro Imamura dished some tantalising plot revelations: "We have a dark and a light world in *Silent Hill 2*. The solution is heavily connected with the scenario." The game will offer multiple endings, akin to the PSone prequel. These'll be clearly themed to remove the ambiguity associated with the first game – so no slapstick alien abductions. Imamura revealed that *Silent Hill 2* would take equally long to complete – about 15 hours – give or take exploration time.

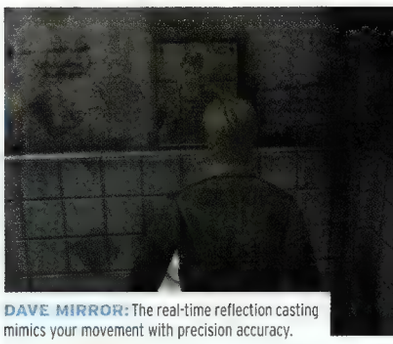
Konami have earmarked their biggest ever advertising budget for *Silent Hill 2* – more than was spent on *Metal Gear Solid*. A commemorative *Silent Hill 2* comic will be made available, along with a special digipack edition – akin to a DVD boxset. The developers claim that "the fear of blood tends to create fear for the flesh" – but we're scared rigid by a simple sweat-stained joypad. Frightening. **PSM2**

PS2's most unnerving game has slipped to a November release.

GRAPHIC PORTRAYAL

1 **Volumetric fogging, 3D sound, dynamic lighting... the range of graphical trickery is staggering. The mist moves with such intangible menace, you'd be forgiven for wiping your hand over the screen.**

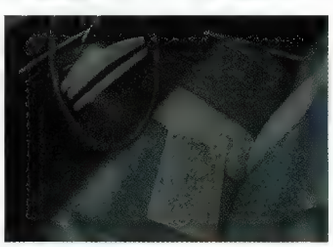
BAR AND AWAY: As you retreat backwards, the shadows lengthen and skew in a realistic fashion.



DAVE MIRROR: The real-time reflection casting mimics your movement with precision accuracy.

ANDY CRANIAL: Note how your spotlight casts sweeping reflections on the marble head carvings.

FOG DAY AFTERNOON: The mist swirls in huge parallax chunks - seeing is disbelieving.



FIAT AND LOATHING: An invaluable map of Silent Hill is tucked away on the seat of your car.

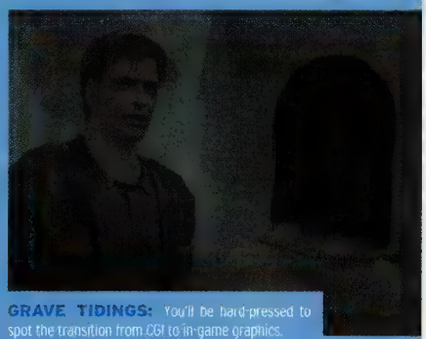
INSECT OR GADGET? It isn't always clear when an object relates to an ambiguous puzzle.

DUSTY GRIN: The expressive facial animations were hand drawn by artists, not motion captured.

"DON'T YOU KNOW WHO I AM?"

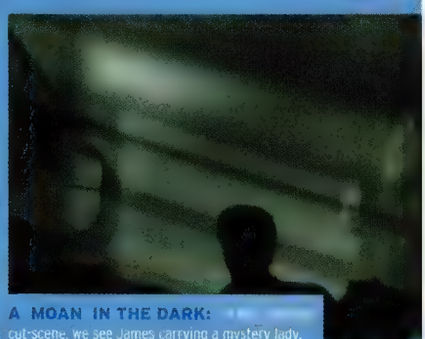
2 The new code offers subtle insights into the role of each character. Mystery woman Angela – the TV-dropping nutter from the trailer – is the first character you meet. She patrols the graveyard and claims to be looking for her lost family. KCET revealed that her story is tightly linked to that of the hero, James Sanderland. The other mystery girl, Laura, acts as a guide and will drop hints throughout the game – we suspect she's linked to James' dead wife. Fat kid Eddie is the most unpredictable character – you've got to decide whether he's deranged or simply a lost soul. Nothing's clean cut in Silent Hill.

MIST DEMEANOUR: Angela came to Silent Hill looking for her father – or so she claims.

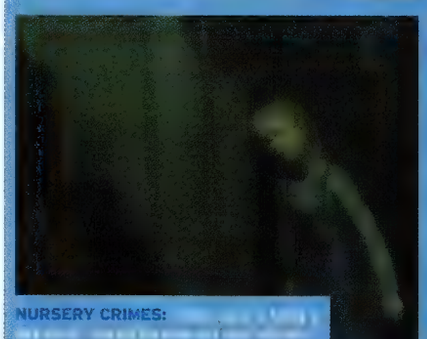


GRAVE TIDINGS: You'll be hard-pressed to spot the transition from CGI to in-game graphics.

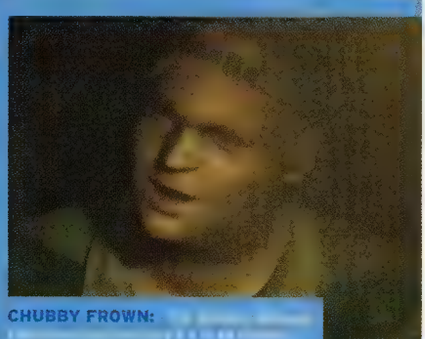
CELL BLOCK ACHES: [redacted] your ex-wife, and uses her sexuality to ensnare you.



A MOAN IN THE DARK: [redacted] cut-scene, we see James carrying a mystery lady.



NURSERY CRIMES: [redacted]



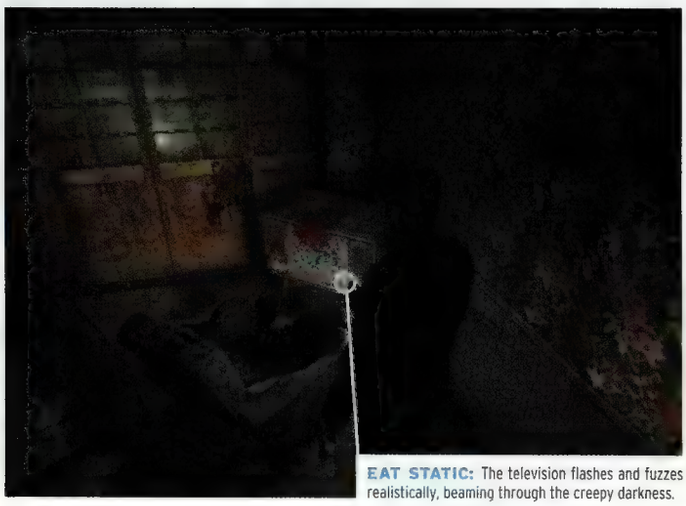
CHUBBY FROWN: [redacted]

TOUCH OF EVIL: [redacted] be split between the dark and light world?

GUN FOR YOUR LIFE: The Shotgun carries limited rounds but offers unrivaled power.

STREET SPIRITS

3 We were grateful to discover some exterior levels in the new playable code – preferring depressing mist to choking dark. The city streets are viewed from a distant angle, emphasising the claustrophobia of the interior sections. We got our first glimpse of James Sanderland's car, and the eerie water which surrounds the town. As the universe grows, the intrigue deepens.



EAT STATIC: The television flashes and fuzzes realistically, beaming through the creepy darkness.

STAMP OF APPROVAL: Get in close to a fallen foe and tap ⊗ to kick their slimy body.

LAKE FEAR: The detailed and relatively bright exterior sections help to place the adventure in context.

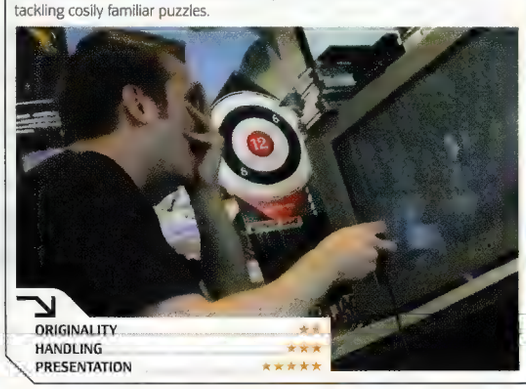
HANDS-ON VERDICT

SILENT HILL 2

4 When the opening cut-scene segued into in-game action, we spent two minutes staring at the screen. The graphics were so incredible, we couldn't believe we could interact with them. The fog effects are spellbinding, only rivalled by the dynamic shadow casting. The synergy of 3D sound and eerie joypad rumbling makes for a compelling experience. You can hear monsters crawling up behind you in surround sound and the quality CG cements the feeling of immersion. Sadly, we can't detect the same innovation of gameplay yet. Despite the macabre veneer of complexity, the puzzles usually boil down to simple key collection problems. It's frustrating just stumbling round in the dark looking for an object you *know* exists. And the control system offers scarce improvement over the first *Resi Evil*. But if you can accept a lack of gameplay daring, the intriguing plot/aesthetic sheen should more than atone.

You'll love it because...
It looks bleakly gorgeous, pushes your PlayStation 2 and offers an unparalleled feeling of anxiety. No game can match this.

You'll hate it because...
You'll spend far too much time stumbling around black, bleak corridors tackling cosily familiar puzzles.



ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★★

INFO
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Horror

ANTICIPATED FEATURES
- Plot divergence creates multiple endings, encouraging repeat play.
- Virtually seamless transition between locations – minimal load times.
- A variety of weapons including wooden sticks, metal poles, pistols and rifles.

WHERE IT'S AT...
- Imamura-san's team are in the [redacted] development. It'll hit Japan in [redacted]

DVD ACTION
For more spine-chilling details, check out the incredible nine minute trailer with PSM2 #12 – expect shocking new footage soon.

COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

CAN YOU DIG IT? Considering the OTT tracks, we'd have liked more scenic interaction.

EXPECTED UK SEPT

MX 2002

THQ's Motocross racer boasts the endorsement of the best rider in the world – but does his input translate into a world-class mucky bike sim?

LEGLESS IS MORE: The Freestyle mode's probably the most enjoyable way to play.

AIR INDOORS

1 ***MX 2002's*** **lenient approach to realism might upset Motocross purists, but it makes for some interesting moments. Heel your bike around at the start of the Freestyle ramp, for instance, and you can drive through corridors – which, oddly, tend to be full of ramps.**

SKIDS IN THE HALL: Sadly, low ceilings put paid to even the most valiant trick attempts.

LOOK! SNOW HANDS! There's no real point in doing this in races, but it looks impressive.

PSM2 FIRST PLAY

LOOK! NO SPINE! Combining a Hart Breaker and a Nothing is practically begging for injuries.

RICKY Carmichael, in case you're wondering, has been the top-ranked MX Rider in America for the past five years, as well as being the first rider ever to take every round of the Eastern Region Supercross championship.

All of this, of course, means absolutely nothing to anyone unfamiliar with the three sports that make up MX riding – so, here's a quick guide:

Motocross is a straight race in the great outdoors, with occasional hills and jumps, but mainly relying on tight cornering and good reactions. Supercross courses are filled with bumpy 'rhythm sections' – landing at the right angle keeps your speed up, while just holding down the accelerator sees you stuttering along like a square-wheeled unicycle. In Freestyle mode the trick system's a notch down from *SSX* complexity, but feels rewarding nevertheless. Yanking the pad after take-off sees you pulling flips and spins; entering button combinations while holding L2 does the more traditional Heelclickers and Can-Cans, and combining both earns massive points.

Extra points are awarded for the stability of your landing, and – bizarrely – even the crashes have names. This last point's important, because wipeouts happen often enough to keep any beardy-faced TV pranksters in the vicinity hooting with merriment. For Evil Knievel wannabes, there's even the opportunity to leap over buses.

All of these features have a distinctly arcade feel – an interesting approach, considering that Motocross is nowhere near as popular as skateboarding or BMX. **PSM2**

MX 2002 will churn into the shops in September.

DVD ACTION

Look out for Ricky pulling reverse Cordovas, and throwing up clouds of dust on THQ's *MX 2002* demo – it's on this issue's DVD.

HANDS-ON VERDICT

2 **In some respects, *MX 2002* feels like the arcade racer's choice. The physics are floaty-light, the control system's easy to master and the tricks are less believable than Carol Vorderman's insurance-hawking smile. On the other hand, the races are noticeably slower than *MX Rider*'s, and because there's no discernible reward for doing stunts, the action can feel slow. Still, the tricks are tricky to master – if not on a par with the likes of *Dave Mirra* – and the crashes are almost painful to watch. A lot of effort's gone into hurling unfortunate riders onto the floor in an effort to capture eye-watering body physics. If there's enough interest in the sport to support two Motocross games, this'll be one for the freestylers.**

You'll love it because...

Of the satisfaction you feel from pulling a Backflip Superman Nac-Nac. Or something similar.

You'll hate it because...

You're after an ultra-realistic representation of Motocross. In which case, check out our *MX Rider* preview on the opposite page.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

"FOR EVIL KNIEVEL WANNABES, THERE'S EVEN THE OPPORTUNITY TO LEAP OVER BUSES"

SUNDAY, MUDDY SUNDAY

1 Forget *The Getaway*'s photo-realistic London – *MX Rider*'s Swindon course is the most convincing depiction of Britain yet. The sky's ominously cloudy, the puddles are detailed, and the riders get plastered with mud as they scream along the track. Paradigm even toyed with the idea of changing the bike's handling to reflect the weight increase of dirt getting in the gears – but decided it was *too* realistic.

TONY SPLATTERY: The low-slung camera angle makes for a lot of mud-caking moments.

VIEW AND IMPROVED: The game shifts at such a rate, you don't often get time to take it all in.

EXPECTED UK SEPT

MX RIDER

So realistic you'll be scraping claggy mud from your favourite armchair? Possibly not, but this is still the closest you'll come to crud-covered two-wheeled mayhem.

YOU WON'T see *MX Rider*'s bikers whipping their back ends out on corners, because that's not how it happens in real-life. Paradigm have used plans of real tracks, based each rider's AI on tapes of their real performance, and even flung bikes onto concrete to get the right noises for collisions.

Yep, *MX Rider*'s the closest you'll see to a Motocross sim on PS2.

Although it feels superficially similar to *MX 2002*, *MX Rider*'s the more realistic ride, with R1 and ○ providing front and rear brakes for 'proper' MX-style handling.

Pull tricks in Supercross or Motocross races, and you'll be rewarded with a brief burst of speed. It isn't easy, but in Freestyle mode the physics model's a bit more lenient, allowing for massive air and moves like the physically impossible Pommel Horse. The action barrels along, although the framerate's too choppy for our liking in the early code.

MX riders we've spoken to reckon it's as good a depiction of the sport as an enjoyable game could be, and if you want the best mud currently available on PS2, it could be the game for you... **PSM2**

MX Rider will go head to head with MX 2002 in September.

DVD ACTION
We'll be showing you all sorts of skid-marking, mud-churning, handstanding-on-saddle action on next issue's DVD.

"MX RIDERS RECKON IT'S AS GOOD A DEPICTION OF THE SPORT AS AN ENJOYABLE GAME COULD BE"

PSM2 FIRST PLAY

GOT THE NAC-NAC: The Supercross tracks allow for plenty of boost-building tricks.

HANDS-ON VERDICT

2 *MX Rider*'s been designed to handle like the real thing, making it a more challenging – and arguably more rewarding – ride than *MX 2002*. A perfect jump involves pushing forward to load up the shocks on the approach, yanking back for bigger airtime on the take-off, then nudging the back brake to keep the front end down. Oddly, it's almost impossible to come off your bike in a race, and slightly over-forgiving catch-up AI can make the races too easy – but that's set to change. The trick system's a less pleasing combo of holding down ○ and twirling the pad, but at least the inclusion of the boost bar gives you an incentive to do them. Admirable attention to detail should make this popular with aficionados.

You'll love it because...

You're a Motocross fanatic who wants a detail-perfect, challenge-rich depiction of your filthy, skiddy sport.

You'll hate it because...

The high-speed juddering gives you a blinding migraine. Or you simply can't stomach Motocross. Four wheels good, two wheels *baaad*?

ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★

MX Rider

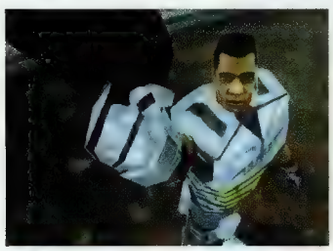
INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

TEAMING WITH POTENTIAL

1 The only way you can progress in *Eden* is by using your team as a unit. Get Amber to clear a room with her rocket-launcher and then follow up with Minoko to access the security cameras and find out what's up ahead. It's the kind of game where a locked door never needs just a key to open it.



GET CARTER: He's the leader of the pack, and a dab hand at armed combat as well.

AMBER SOLAIRE: The 'big for a lass' cyborg uses her factor 200 to clear this burning corridor.

SHE CAN HACK IT: Minoko, like the rest of the team, is always in contact with Control.

EXPECTED UK SEPT

PROJECT EDEN

It's got submarine-like depth and more charge than a steam turbine on overdrive – but will Core Design's mega city shocker live up to its promise? PSM2 tests fresh new code in a bid to find out...

PSM2 UPDATE

ON A CHARGE: These points will recharge your characters and act as resurrection point.

WE ALL know that cities are unhealthy places to live – pollution, constant traffic, taxi drivers mad on bacon rolls and carbon monoxide – but they're a walk in the park compared to the location of Core's futuristic thinking man's shooter. It's like living in a metropolitan wedding cake made up of LA, Hong Kong, London and New York. Throw in a sprinkling of gun-toting terrorists and a tanker full of mutant DNA and you soon realise the life expectancy of the average citizen is shorter than a mayfly's.

The good thing is... you don't die. Instead, your team members have become living embodiments of pure energy, allowing them to rematerialise at the last Regen point they passed in their exploration. One advantage to this ethereal state is that they can also transfer energy outside themselves, resulting in some dangerously cool hi-tech gadgetry. Hovering spy cams, gun emplacements, ground-hugging rover units... the list of toys allows for great variation in how you tackle different situations.

So far we've encountered eight levels all based around the team's fist mission to locate a group of technicians inside the Real Meat factory. Although there's definitely a free-form nature to the game's structure, the voice of Control is always on hand to ensure that you never stray too far off the mark. As a result it's more a case of throwing bodies at a problem rather than a constant round of scampering about while you try to figure out what to do next. Take one of the earlier dilemmas as a perfect example of what to expect. A bridge has blown and your team is divided in two. The only way to rescue your stranded companions is to find a different route to get across to them. Cue major combat from the cyborg Amber and plenty of system hacking from you resident Net ace, Minoko, before you finally figure out how to get them back together.

Taxing and uncharacteristically thoughtful for a console title, *Project Eden*, while currently not offering a visual paradise *quite* yet, is definitely on the side of the angels. **PSM2**

We've only seen an early build of the game so far, but we'll let you know how things are progressing as, and when, tidier code turns up in the PSM2 office.

"IT'S MORE A CASE OF THROWING BODIES AT A PROBLEM RATHER THAN SCAMPERING ABOUT"

PROF FIT: One of the technicians you're sent to the Real Meat factory to rescue.

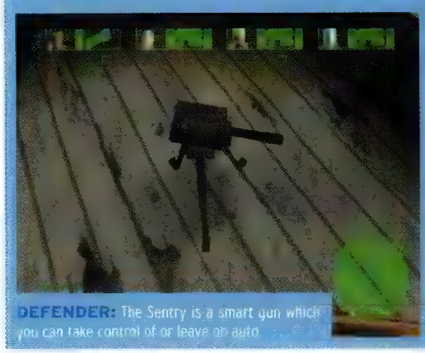
NORRIS MCSPURTER: A terrorist tastes the smoking end of Carter's hand-held blaster.

MINKY SEE, MINKY DO

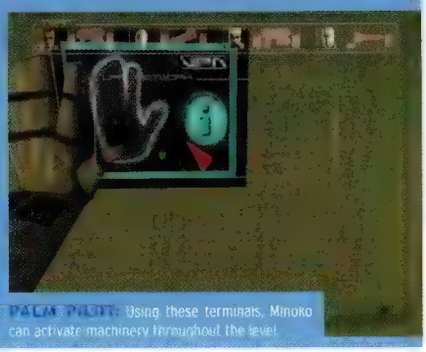
2 UPA mission. Alongside the specialist units listed below you also start off with a wide range of weapons. The default act more like grenades, a ricochet disc-launcher that lets you shoot around corners and a device that allows you draw

FLY SPY: The Fly Cam allows you to check the path up ahead for terrorists and mutants.

DOWN BOY: The Rover's good for scouting out locations and it can activate switches as well.



DEFENDER: The Sentry is a smart gun which you can take control of or leave on auto.



PALM PILOT: Using these terminals, Minoko can activate machinery throughout the level.

PARADISE TOSSED

4 What starts off as a case of corporate absenteeism soon descends into a mess of genetic experiments, mutating humans and bizarre flying creatures. Early adversaries can be dealt with on a one-to-one basis, but when you're faced with something that's got tentacles for arms your best bet is to stick together and find a good spot to set up your Sentry device. A tried and tested tactic is to use one character as bait and then draw the enemy into a concentrated line of fire. Do this and you can cut even the largest adversaries down mid stride.

BOTTOM BLEEDER:

OLD FLAPPER:

BUGGING OUT: Turns one of these hard nuts into a filthy mutant.

DVD ACTION
A new edit from Core combining the game's intro FMV with some hot cut-scene action from earlier missions.

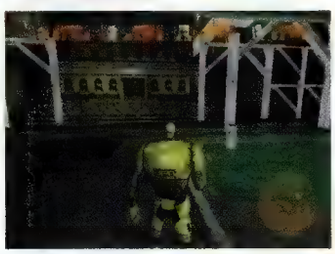
WHAT A CRACK: A big hole in the middle of the first room. Hmmm... what to do?

THERE'S NO 'I' IN TEAM

3 It's an obstacle course on a gargantuan scale, with you having to utilise all your team's skills to get everyone from one end of the level to the other in one piece. Here we take a step-by-step guide to the kinds of problems you can expect when the game finally makes it to the shelves.

LADDER CHALLENGE: Solid AI ensures your team get up these boxes with the 'follow me' command.

CLEAN CREEP: Once up, you gingerly edge your team onto the cradle and head off across the chasm.



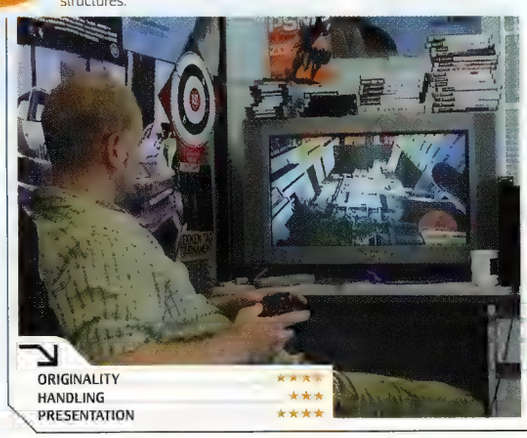
MISSION SUCCESSFUL: And here we are safe and sound, for the time being, on the other side.

HANDS-ON VERDICT

5 Crashing occasionally, visually jittery at times and yet *Eden's* still an incredibly compelling title. You see, it's the freedom you're given to explore solutions to problems that's the real hook. After a while the confusion of the controls fades and you suddenly realise that your head's constantly whirring, planning who best to use for your next move and wondering what new challenge is waiting after this one. It's like a weird hybrid of an RTS and an FPS that leaves you white knuckled during combat and chin scratching the rest of the time. If Core manage to iron out all the current glitches plaguing the smooth running of the game – and they're currently working flat out to do just that – this could well be a slow-burning sleeper hit.

You'll love it because...
Incredible scenery twinned to achingly beautiful skies and relentless action.

You'll hate it because...
A nagging fear about over-simplified controls and repetitive mission structures.



ORIGINALITY ★★★★
HANDLING ★★★
PRESENTATION ★★★★

INFO
- **DEVELOPER** Core
- **PUBLISHER** Eidos
- **GAME TYPE** Action Strategy

ANTICIPATED FEATURES
- [redacted] into numerous sub-missions.
- Four playable characters with their own unique skills that need to be utilised in order to solve problems.
- A twisting plot involving missing technicians and genetically modified horror.

WHERE IT'S AT...
Slipped a couple of times already on our release schedule, but now gearing up for its September launch. We'd [redacted]

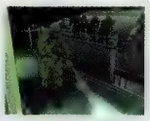
COMING SOON

ONLY IN **PSM2** – TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH KEEP PSM2 ACHING FOR RELEASE

1 METAL GEAR SOLID 2



Konami have silenced the *MGS2* publicity machine. An announcement that's left our craving untouched.

2 FINAL FANTASY 10

Hot from Japanese import and looking incredible. We'll give you the full breakdown in our very next issue.

3 SSX TRICKY

Definitely one of those magical titles that'll have you blowing kisses at the screen when it arrives.

4 PRO EVOLUTION SOCCER

The official title for *Winning Eleven 5*, the one thing that keeps PSM2's team slim – no time to eat lunch, see.

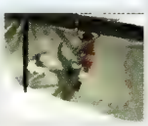
5 TONY HAWK'S PRO SKATER 3

Number five is very much alive as Hawkeye makes use of Sony's Ethernet Adaptor and takes boarding global.

6 DEVIL MAY CRY

The incorporation of buy-as-you-go power-ups has done nothing to dent our appreciation for *DMC*. Gorgeous.

7 ICO



Sony's enigmatic adventure's dreamy visuals and haunting backstory of horned boy meets lost lady has us intrigued.

8 AIRBLADE

Criterion proves that creating Renderware for PS2 makes for stunning games. it's boardin', but without wheels. Madness.

9 BURN OUT

Previously know as 'Shiny Red Racer' this is one of the few games at E3 to deliver the necessary 'blimey' factor.

10 STUNTMAN

Check out the footage on our DVD if you don't believe this deserves the place it has in our hearts. Explosive.

OUR LEAST WANTED

You can take your title and...

WTA TOUR TENNIS

Face it, after *Smash Court Tennis* there hasn't been a decent rendition of the game on a Sony platform.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

[redacted]	AA	[redacted]	P
[redacted]	AS	[redacted]	Pz
[redacted]	Ar	[redacted]	R
[redacted]	Bt	[redacted]	RPG
[redacted]	B	[redacted]	S
[redacted]	FPS	[redacted]	Sm
[redacted]	FS	[redacted]	Sp
[redacted]	M	[redacted]	Str

AUGUST 2001

Alex Ferguson's Player Manager 2001	Virgin Int.	Sp
Bass Strike	THQ	Sp
Bloody Roar 3	Virgin Int.	Bt

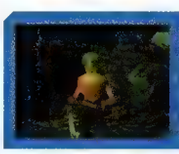
FREAK OUT

[redacted] adventure, all warped madness.

City Crisis	Take 2	FS
Extreme-G 3	Acclaim	R
Paris-Dakar Rally	Acclaim	R
Robot Warlords	Midas	M
Rune: Viking Warlord	Take 2	AA
Shadow Man: 2econd Coming	Acclaim	AA
Skysurfer	Virgin Int.	Sp
WDL: War Jetz	Virgin Int	S

SEPTEMBER 2001

7 Blades	Konami	AA
Alone In The Dark	Infogrames	AA
Baldur's Gate: Dark Alliance	Interplay	AA
C.A.R.T. Fury	Midway	R
Commandos 2	Eidos	Str



DARK CLOUD

[redacted] construction system.

F1 2001	EA	Sp
Football Manager	Virgin Int	Sp
G Surfers	Midas	R
Giants: Citizen Kabuto	Interplay	AS
Hidden Invasion	Virgin Int.	AA
Jonny Moseley Mad Trix	Virgin Int.	Sp
Le Femme Nikita	Infogrames	AA
Lotus Challenge	Virgin Int.	R
Madden NFL 2002	EA	Sp
MX 2002	THQ	Sp
NHL 2002	EA	Sp

RESIDENT EVIL CODE: VERONICA X

[redacted] Nice package, no?

Penny Racers	Midas	R
Portal Runner	3DO	AA
Project Eden	Eidos	AS
RLH	Interplay	AA
Super Street Challenge	Activision	R
Soul Reaver 2	Eidos	AA
This Is Football 2002	SCEE	Sp
Thunderhawk: Operation Phoenix	Eidos	S
Victorious Boxers	Empire	Sp
Wingover 3	JVC	S

OCTOBER 2001

Cricket 2002	EA	Sp
Dark Summit	THQ	Sp
End Game	Empire	S
Evil Twin: Cyprien's Chronicles	Ubi Soft	Pl
Herdy Gerdy	Eidos	Pz
Jimmy Neutron: Boy Genius	THQ	AA
Klonoa 2	SCEE	Pl
Lakemasters Ex	Midas	Sp
MX Rider	Infogrames	Sp
NHL Hitz	Midway	Sp
Simpson's Road Rage	EA	Ar
Stunt GP	Virgin Int.	R

SPY HUNTER

[redacted] Warming to this day by day.

Tetris Worlds	THQ	Pz
Twisted Metal Black	SCEE	S
The Weakest Link	Activision	Pz
World Championship Snooker	Codem'ters	Sp
WTA Tour Tennis	Konami	Sp

WWF SMACKDOWN! JBI

[redacted] load of ladders and tables.

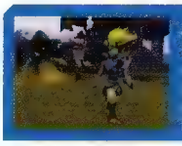
NOVEMBER 2001

Age of Empires 2	Konami	Str
Airblade	SCEE	Sp
Arctic Thunder	Midway	R
Batman Vengeance	Ubi Soft	AA
Champion Surfer	Ubi Soft	Sp
Crash Bandicoot: Wrath of Cortex	Vivendi	Pl
Conflict Zone	Ubi Soft	Str
Devil May Cry	Capcom	AA
Downforce	Virgin Int.	R
Driven	Bam!	R
Dropship	SCEE	AS

ALIENS COLONIAL MARINES

[redacted] scanner. Potentially a killer.

FIFA 2002	EA	Sp
Global Touring Challenge	Rage	R
Half-Life	Vivendi	FPS



JAK & DAXTER

[redacted] Naughty Dog boys.

James Bond... Agent Under Fire	EA	AA
Jeremy McGrath Supercross 2002	Acclaim	Sp
Jurassic Park: Survival	Vivendi	AA
Legion	Midway	Str
Motor Mayhem	Infogrames	S
Mummy Returns	Vivendi	AA
Pro Evolution Soccer	Konami	Sp
Rayman M	Ubi Soft	Pl
Salt Lake 2002	Eidos	Sp
Shaun Palmer's Pro Snowboarder	Activision	Sp

SILENT HILL

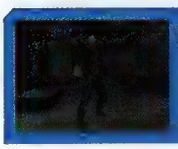
[redacted] horribly distorted face.

Splashdown	Infogrames	R
SSX Tricky	EA	Sp
Test Drive	Infogrames	R
Test Drive Off Road	Infogrames	R
Time Crisis 2	SCEE	FPS
Tony Hawk's Pro Skater 3	Activision	Sp
Top Gun	Virgin Int.	S
WipEout Fusion	SCEE	R
World Rally Championship	SCEE	R

DECEMBER/XMAS 2001

Burn Out	Acclaim	R
Blood Omen 2	Eidos	AA
Dave Mirra Freestyle	Acclaim	Sp
Disney's Tarzan	Ubi Soft	Pl
ESPN X Games Skateboarding	Konami	Sp
F1 Championship Racing 2	Ubi Soft	R

FINAL FANTASY 10
SQUARE
It's big in Japan right now, but we'll have to wait until at least next July before we get a full PAL version over here.

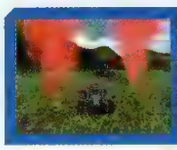


DEUS EX
Another PC [illegible] AI and constant surprises.

Grandia 2	Ubi Soft	RPG
Grand Theft Auto 3	Take 2	AA
Hype: The Time Quest	Ubi Soft	AA
Prisoner of War	Codem'ters	Str
Legends of Wrestling	Acclaim	Sp
Lego Racers 2	Lego	R
LMA Manager 2002	Codem'ters	Sp
Max Payne	Take 2	AA
Silent Scope 2	Konami	S
Star Trek: Shattered Universe	Interplay	AA
State of Emergency	Take 2	AA
Tonka Monster Truck	Infogrames	R
Monster Jam: Max Destruction	Ubi Soft	R

ENTER THE MAELSTROM
If this pulls off its transition [illegible] types of interest' ambitions titles ever to reach a console.

No One Lives Forever	Vivendi	FPS
Rainbow Six	Ubi Soft	AS
Rubu Tribe	Interplay	AS
Sled Storm 2	EA	R

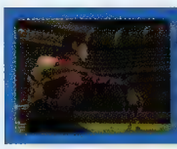


SMUGGLER'S RUN 2
Just remember the grass. Oh, [illegible] but it's the grass that really shows off this game's engine.

The Getaway	SCEE	AA
Tribes 2	Vivendi	FPS

2002

Ace Combat 4	SCEE	S
Defender	Midway	Ar
Dredd versus Death	Rebellion	AA
Fireblade	Midway	S
Ghost Master	Empire	S
Kingdom Hearts	SCEE	RPG
Monsters, Inc.	SCEE	Pl

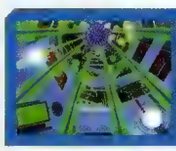


PRIMAL
When you're [illegible] slash 'em with you wrist razors.

Red Card Soccer	Midway	Sp
Starsky and Hutch	Empire	AA
TimeSplitters 2	Eidos	FPS
Tomb Raider: Next Gen	Eidos	AA
World Sports Car	Empire	R

TO BE CONFIRMED

18 Wheeler: American Pro	Acclaim	R
Austin Powers 2002	Take 2	AA
Barbarians	Virgin Int.	AA
Broken Sword: The Sleeping Dragon	Virgin Int.	RPG
Casper: Spirit Dimensions	TDK	Pl
David Beckham Soccer	Rage	Sp
DNA: Dark Native Apostle	Rage	AA
Dragonball Z	Infogrames	RPG
Dragon Wars of Might and Magic	3DO	AA
Dynasty Warriors 3	KOEI	AS
EXO	Infogrames	AS
E.O.E.	Eidos	Bt
ESPN Winter X Games Snowboarding 2	Konami	Sp
ESPN Winter Games	Konami	Sp
Final Fantasy 10	SCEE	RPG
Final Fantasy 11	SCEE	RPG

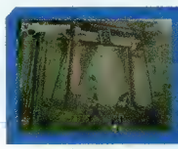


FREQUENCY
Bemani duelling [illegible] of interest in this curio.

Frogger	Konami	AA
Galleon	Interplay	AA
Goemon Action RPG	Konami	RPG
Good Cop Bad Cop	Virgin Int	AA
The Great Escape	SCi	AA
Gumball 3000	SCi	R
H2Overdrive	Crave	R
ISS 2002	Konami	Sp
Kinetica	SCEE	R
Kelly Slater's Pro Surfer	Activision	Sp
The Lost	Ubi Soft	AA
Matt Hoffman's Pro BMX 2	Activision	Sp
Maximo	Capcom	AA

THE MATRIX
Squeeze Shiny [illegible] trend and isn't utter toss.

Medal of Honor: Fighter Command	EA	Str
Medal of Honor: Frontline	EA	Str
Men In Black 2	Infogrames	AA
Metal Gear Solid 2	Konami	AS
Mini Golf Maniacs	Vivendi	Sp
Mission Impossible 2	Infogrames	AA
Monster Rancher 3	Tecmo	Pz
NFL Quarterback Club	Acclaim	Sp



ONIMUSHA 2
Only early shots to go on, but it [illegible] immediately, as the original. Violent, slick and heading straight for your heart.

Okage: Shadow King	SCEE	RPG
Pac-Man World 2	Namco	Pl
Pirates of Skull Cove	EA	AA
Police 24/7	Konami	FPS
PRYZM: The Dark Unicorn	TDK	RPG
Reload	SCEE	S
Resident Evil 4	Capcom	AA
Roadsters 2	Titus	R
Robocop	Virgin Int.	FPS
Rocky	Rage	Sp

SPIDERMAN: THE MOVIE
He can do whatever a spider can – [illegible] swinging a web any size – is also part of the deal. Just imagine Spidey crawling up the side of your PS2.

Settlers	Ubi Soft	Sp
SOCOM: US Navy Seals	SCEE	AS
Soldier of Fortune	Majesco	FPS
Speed Devils 2	Ubi Soft	R
Star Trek: Elite Force	Activision	AA
Star Wars: Racer Revenge	Activision	R
Stuntman	Infogrames	R
Suikoden 3	Konami	Sp
Superman	Infogrames	AA
Tenchu 3	Activsion	AA
Terminator	Infogrames	FPS
The Thing	Vivendi	AA
This Is Football 2003	SCEE	Sp
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
Tour de France	Konami	Sp
Trophy Bass	Vivendi	Sp
Turok Evolution	Acclaim	FPS
Ultimate Fighting Championship	Crave	Bt

VIRTUA FIGHTER 4
Sega versus Namco as one of the most monumental scraps in the arcade brawls ever [illegible] way onto a single console.

Vampire Nights	Namco	FPS
World of Outlaw Sprint Cars	Infogrames	R
Zombie Revenge	Acclaim	FPS

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every month – but please, don't give us a hard time about slippage, canning and alterations.

DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01895 456 700
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun.com

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk

ON-LINE GAMING: YOUR QUESTIONS ANSWERED

Since lifting the lid on PS2's Broadband future, we've been deluged with your on-line queries. When can I buy an Ethernet Adaptor? What will the Hard Drive do? Will pay-per-play gaming cost the Earth? We sat down with some leading industry figures, a truck-sized technical manual and a pack of digestives to get to the bottom of your questions.

Dear PSM2,

PS2 is going on-line, but is this a good thing?

I've been faithful to Sony since 1997, with a huge selection of PSone games and about 5 PS2 games – most of which are updated sequels of titles such as *Tekken*, *Gran Turismo* and the *Tomb Raider* series. I'm looking forward to *Tomb Raider: Next Gen*, but I'm worried that it's going to be an episodic adventure. I'm already connected to the Net through my PC, and I won't be going on-line with my PS2 – which I class as a games machine.

I don't mind paying £45 for a game, but if a title like *Tomb Raider* becomes episodic, then you may have to pay – let's say – £10 more for a few extra levels.

This may not sound expensive, but it'll add up – and every few months there'll be even more levels to download. You could be paying up to £100 for one game – which may not last as long as a 'traditional' £45 game like *Final Fantasy 10*. Who wants to pay the extra? And how will gamers keep up with an episodic story if they don't buy the starter disc immediately? The plot won't make sense.

I'm excited about *MGS2* because it's a stand-alone product. *Tekken Tag* isn't a true sequel, and I don't want episodic gaming to develop this way – just a few extra characters and levels cobbled together. On-line gaming doesn't appeal to me because it's no different from playing against the CPU – and you'll pay money for the time spent on-line. When I play against another human, I want to see the expression on their faces as I whip their asses. Internet cameras just aren't the same.

Football fans are going to want the most realistic gaming environments. They want them to be authentic, to have the right kits and stadiums etc. So imagine paying £5 for an extra player or new kit, and the guy gets injured in the next game or the team decide to change their sponsors? Would we be 'forced' to update every year to maintain the realism?

Justin John,
Haverfordwest, Wales.

EPISODIC GAMING

YOUR PROBLEMS SORTED

Justin's letter is one of many we've received expressing concerns about episodic or pay-per-play gaming. In reality, this sort of change can't happen overnight. Developers won't release a purely episodic game until sufficient numbers of people own an HDD/Broadband combo. Conversely, nobody will buy an HDD/Broadband combo until sufficient numbers of compatible games exist. This could take two or three years.

Criterion's Paul Glancey explains: "I imagine, like most developers confronting this chicken and egg situation, it might start off a bit tentatively, adding an 'upload your score' option here and there. If Sony can convince developers that the service is going to be in and is going to add sales, they'll start putting in on-line multi-player options to back-up a solid single-player game."

PSM2 VERDICT

Episodic gaming won't replace disc games – at least, not for the next decade. The standard – unconnected – PS2 will be compatible with almost *every* key title over the next three years.

ON-LINE COMMUNICATION

YOUR PROBLEMS SORTED

Sony are well aware that on-line games lack the social element and – dare we say it – fun of punching your mate in the nose across the settee. While link-up video play will never replace a shouted insult, SCEE's Director of Technology Paul Holman outlines some possible solutions: "On-line games could include peripheral aspects such as the use of voice recognition or keyboards to allow in-game chat, and pre-game lobby services, access to game related information, etc."

OK, so it's not as fun as grabbing three mates and a crate of beer, but how often do you get to take on gamers from around the world? Sony's squad-based commando game, *SOCOM*, was running under voice activation at E3 – with two teams of three facing off over the network.

PSM2 VERDICT

Don't think of on-line gaming as a replacement for post-boozer nights with three mates and a copy of *ISS* – it's just another option. Anyway, imagine you and your mates taking on a team of drunken European gamers over the Broadband network. How satisfying would victory feel then?

FREQUENTLY ASKED QUESTIONS: SORTED

QUESTIONS

Dear PSM2,

1 Will I be able to play on-line games such as *THPS3* with Narrowband because it seems cheaper than Broadband?

2 Will you have to buy an Ethernet Adaptor?

3 Will you be able to use your existing Internet provider e.g. Freeserve, or do you have to phone up someone at – say – AOL and set up another account?

4 What will the HDD do, and will it act like a huge Memory Card? Will you be able to download demos, music, saved games, trailers of films or even a whole film?

5 Will you have to pay for downloads?

ANSWERS

1 *THPS3* has been confirmed as Narrowband compatible in the States – and there's no reason it shouldn't be here. The same goes for *SOCOM*, *Frequency*, *Tribes 2* and *Twisted Metal: On-line*.

2 Yes. Otherwise you'll have no way of connecting your PS2 to the phone network.

3 Yes. Sony are conducting trials with Telewest, but you'll be able to get on-line with your existing service provider. SCEE's Paul Holman explains: "If you're not with Telewest, you can rest assured that we're working with the other major operators to attempt to bring connection."

4 With 40Gb of storage space – the size of five DVDs – the HDD will allow for downloads of demos and movies. While Sony have confirmed their interest in this area, they haven't revealed how content will be delivered – for example, via a central PS2 web page. The cost of downloading hasn't really been discussed.

The HDD is now available in Japan for ¥18,000 – about $144. Art Dink's *A-Train De Ikou 2001* will use the HDD for games saves. The big news is that games such as *Final Fantasy 10* and *Capcom vs SNK 2: Millionaire Fighting 2001* will use the HDD for some PC-style frame buffering – reducing the loading times between levels. *FF10*'s battles load almost instantly using the HDD.

5 Probably, yes. Though don't be surprised if Sony make certain game demos available for free – it'll help to sell the finished product.

QUESTION

How will pay-per-play gaming work?

ANSWER

Exactly as it sounds. Simon Prytherch, Studio Head at Codemasters explains: "Pay-per-play is probably the ideal retail model for casual gamers. For instance, if you paid £2 every time you used a particular game, most people wouldn't play it the 20 times they would need to justify buying a disk for £40. It's also the ideal way of trying a game before shelling out the full price and having to leave your armchair. It could put an end to game rental. People would try a much bigger variety of games, because it would be easier and less of a financial risk."

NO PIPE DREAM: Neversoft have four-player skate jams up and running.

"IT'S THE IDEAL WAY OF TRYING A GAME BEFORE SHELLING OUT THE FULL PRICE"

QUESTION

Will the extra effort of programming on-line features affect the quality of existing games? How long will on-line features take to program.

ANSWER

Games shouldn't drop in quality – most developers will ignore complicated on-line features until the market grows larger. As the understanding of Network gaming grows, plans will become more ambitious. Criterion's Paul Glancey reveals the investment required: "Well, how long is a piece of string? Depends if the features are along the lines of 'upload your score', or whole multi-player Deathmatches, quests or whatever. The former would be a lot easier, and I guess Sony will provide some kind of library of routines to deal with them. Sony do seem very committed to this whole on-line enterprise, and they're keen to build confidence in it so I've no doubt they'll try to help out with the nasty, little, thorny problems." Codemasters' Simon Prytherch outlines his approach: "At the moment, if we do not have enough time to

NEVERSOFT SPEAK

***Tony Hawk's Pro Skater 3* is one of the first network compatible games – and it already looks incredible. PSM2 spoke exclusively to Producer Scott Pease to discover Neversoft's approach to on-line gaming, and his thoughts on the future of the PS2 network.**

How will being on-line benefit *THPS3*?

On-line is going to play a *huge* part in the future of the *Hawk* games. It's ground that no-one has really touched in an extreme sports game, and we've got long lists of ideas that will push the game in new directions. We've played the future at our offices – prior to E3 we had our initial four-player games in and working and we had the entire team blasting through four-player Internet games, screaming and trash talking until the wee hours of the morning. It's a whole new way to play and hook up with friends, and we think it's a blast.

Was it difficult to program on-line support?

It definitely takes some time to put on-line support in, but it has been done before on the PC. So there're systems that you can use that you know will work. It's better, we feel, if you design your game engine from the ground up with on-line multi-player in mind, and that's what we've done. We're taking the technology hit up front for *THPS3* – it'll be even easier to add in advanced on-line options for future versions of the game, rather than trying to retrofit it later.

Will *THPS3* be Narrowband compatible?

THPS3 will be fully wired for on-line play when it ships this holiday season.

What's the future of episodic or pay-per-play on-line games?

Episodic play is a tough one – it's not going to work until there're enough people on-line to support it. We hope that *THPS3* and other on-line games will help get people hooked up fast. Once there's a big enough audience there, then we'll be able to justify spending more time catering to those players with special downloadable levels or other options.

How easy is it to get on-line with *THPS3*?

The toughest thing about an on-line game is getting people connected to a network. Sometimes that involves technical knowledge about how your network, modem or DSL works. We're trying to make our game as plug-in-and-play as possible.

Is on-line gaming the future of PS2?

'Industry Analysts' will tell you that there aren't enough on-line game players out there yet to justify on-line support. It's kind of like the early DVD syndrome – no one has the players, so no one's making software, but no one's buying players because there's no good software... We're in the same situation with on-line console games, but we're blasting ahead with *THPS3* regardless. I think once people see how fun it can be to play on-line, they'll all want to get hooked up. If we have done our job right this time around, *THPS3* will help sell on-line connectivity and related hardware for the PS2.

include a particular feature in a game. Then that feature will not make it into a finished game. But, if we had the bare bones of the new feature in the game, for instance, if we wanted to include the South American leagues in *LMA Manager*, we'd have an icon to access it and when the gamer clicks through it would check the Codemasters web site. If the leagues are available it would offer the new feature to the gamer. If they were still under development, it would tell the gamer when this feature is planned to be released."

QUESTION
Will the UK Broadband network grow quick enough to accommodate Sony's plans?

ANSWER
According to industry estimates, more than nine million homes will have a Broadband connection by 2004. As SCEE'S Paul Holman explains: "Telewest may have a million homes with digital TV by this time next year, and the physical connection from their set-top box to PS2 is simply a standard UTP network cable". As the cable network grows, so will the scale of Broadband gaming. See PSM2#12 for more details.

QUESTION
Will PS2's on-line network be compatible with PS3? I don't want to waste any more money.

ANSWER
Crikey. Calm down. We're unlikely to see PS3 for *at least* five years. Given the backward compatibility of PSone, don't be surprised if Sony's on-line network is here to stay.

QUESTION
What sort of web browser will PS2 use? Will it be like Netscape Navigator on AOL?

ANSWER
Sony's web browser may 'borrow' from traditional web browsers, but it'll be specifically designed for the limitations of the TV. Sony want to make the whole on-line experience as easy as possible. SCEE's Paul Holman explains: "multi-player gaming, content download, in-game chat, lobby services... none of these activities require a 'traditional' web browser per se, and indeed HTML and the full Web is probably best not experienced on a TV set, although as you may have noticed we're working with Macromedia whose Flash and Shockwave technologies do work well on the TV as well as a PC monitor". SCEE's development head Phil Harrison elaborates: "Don't think about them (Macromedia applications) as being adjuncts to a web browser, think about the technology being embedded within games. Imagine RealPlayer being embedded in a sports game so you can have a window streaming real-life sports entertainment footage as you play." **PSM2**

ON-LINE GAMING:
YOUR QUESTIONS ANSWERED

JARGON BUSTED

XGA
EXTENDED GRAPHICS ARRAY
A display standard for [illegible] pixels. The picture is [illegible]

MB/GB
MEGABYTE/GIGABYTE
There's eight bits in a byte, a million bytes in a megabyte and a billion (1,000 million – we're dealing with American figures, see?) bytes in a Gigabyte. Your PS2 memory card holds 8MB of information compared to Sony's 40Gb HDD – which is 5,000 times bigger. By comparison, a standard DVD contains 5Gb of information – so you've got eight DVDs worth of info on the HDD.

KBPS/MBPS
KILOBITS/MEGABITS PER SECOND
A measurement of how quickly data flows down from the internet. A megabit is 1,000 kilobits. To avoid confusion, a standard modem runs data at a maximum 56Kbps or 0.056Mbps per second. Broadband connections have been between 512kbps and 10mbps depending on where you live in Europe – [illegible]

ADSL
ASYMMETRIC DIGITAL SUBSCRIBER LINE
A technology ensuring high bandwidth [illegible] connection through standard telephone lines.

ETHERNET:
A standard connection technology compatible with modems. Usually a set of twisted wires. Ethernet connection allows for higher bandwidths i.e. faster internet connection speeds than traditional phone lines.

TCP/IP –
TRANSMISSION CONTROL PROTOCOL / INTERNET PROTOCOL
That is the basic communication language or protocol of the Internet, which allows networked machines to talk to each other.

"SONY ARE WELL AWARE THAT ON-LINE GAMES LACK THE SOCIAL ELEMENT AND – DARE WE SAY IT – FUN OF PUNCHING YOUR MATE IN THE NOSE ACROSS THE SETTEE"

HARD FACT: Sony's HDD slots neatly into PS2, and the Network Adapter sits outside.

THE HARD FACTS

1. You need a Network Adapter to get on-line, available for £49.99 in February 2002. (Date yet to be confirmed)
2. The Adapter allows for Narrowband or Broadband access. Via a 56k modem or Ethernet connection.
3. You'll be able to get online with Telewest or [illegible] combination – your existing service provider.
4. Title specific info will be held by each game developer, not Sony.
5. A USB keyboard and mouse will be made available (one to be confirmed), which – as an indication – will be available in Japan this November for ¥3,000 (£20) and ¥4,000 (£27) respectively.
6. Sony will produce a hi-res LCD VGA monitor – price and date to be confirmed.
7. You don't need Sony's 40 Gb Hard Drive to get online, but it will be essential for downloads.
8. The 40 Gb HDD will probably cost £200 to be released [illegible] 2002 – the same time as the Network Adapter.
9. As time goes on, smaller 20Gb and 10Gb versions of the HDD will be made available – as a cheaper add.
10. Sony are not forcing this equipment on you – internet access is an added bonus. The standard PS2 will run games perfectly for years to come.

PLAYSTATION 2 MAGAZINE

PSM2 REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

HERE IN OUR CARS, WE FEEL SAFEST OF ALL... UNLESS WE'RE ON OUR BIKES. THEN WE'VE GOT GUNS.

JONATHAN

The team's gone greener than a leprechaun's sock this month. To a man we've abandoned our crazy horses and taken those cravings for speed to the virtual worlds of PlayStation 2. We've thrown open the office windows, turned the TVs up full and learned to love a world of perpetual engine noise, road works and sun burnt leatherette.

The cause of all this petrol-stained passion? A cluster of racing titles riding atop the current wave of unseasonal PS2 releases.

But this isn't cause to frown and mope around, grumbling about a need for gaming diversity. Not us. We've dusted down all our third-party steering wheels and given in to the allure of cheap plastic vibrating beneath our string-backed driving gloves. Even *City Crisis*, which we were hoping would be a sedate spin around the sky, turned out to be a frantic burn set against the clock.

So, spare a thought for our bruised palms and exhausted eye-glands when you're getting the juice on the PAL version of *Gran Turismo 3*, *Twisted Metal: Black* and *Extreme-G 3*. It was the kind of review frenzy that'd make the hardest test driver whimper, the most steely of DVLC examiners take sickie. But we did it, we did it because we're... driven. (Badum-*cha*.) **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** City Crisis

Guzzling butter like a baby, Dan's pumped his body with enough fatty stamina to see him through to the end of *City Crisis*. Oh, the flatulence..

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footie, Movie Magic
- **HAVING FUN WITH:** Super Furry Animals

SFA? He *loves* 'em. But no more sing alongs to *Mwng*, please – that phlegmy look's *soooo* last year. And, no, we don't want a kiss.

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** Twisted Metal: Black

Since pursuing SweetTooth's ice cream van through murky plains, Jonnie's been forbidden from going out for Cornettos. He looks so mental... so *pale*.

JOEL SNAPE

- **SPECIALIST IN:** Shooting, battering the undead
- **HAVING FUN WITH:** Extreme-G 3 and Code: Veronica X

Joel's mostly spent the month hiding his 'special gummy pencil' from the gaze of the ladies queuing by his desk in search of an autograph. Outrageous

MARCUS HAWKINS

- **SPECIALIST IN:** Driving
- **HAVING FUN WITH:** Gran Turismo 3

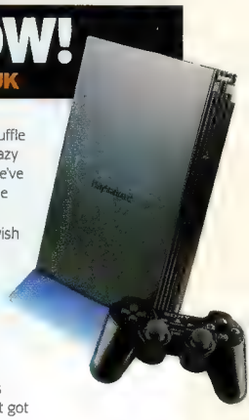
"Mirror, signal, manoeuvre..., mirror, signal... *dammnit*, man! You've gashed me decals." Oh, the futility of snatching mints from Hawkins' glove compartment.

WHERE THE 'ELL HAVE YOU BEEN!

Just as we were about to send this issue of PSM2 to the printers, these two sorry individuals blunder through the letterbox – and they're just about to hit the shops. *Hmmm* – very suspicious. Don't buy either until our full UK reviews next issue (get *GT3* for now...)

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK



PSM2's team of reviewers play games more than any other mag. We don't scan through a press release, shuffle through the first level, then present you with some crazy vague mark – out of five or something. As a result, we've gained an enviable reputation (fact: independent game stores call PSM2 every month before deciding which games they should stock). But as much as we truly wish you to direct your well-earned in the right direction, sometimes you just don't see eye-to-eye with us. Feel that *The Bouncer* is worth shelling out £40 for? Perhaps you couldn't give a toss if *GT3* slipped off the planet, never to be seen again.

It's important that we know what you think – regardless of whether you agree or disagree with our qualified, well argued, sound-as-a-pound judgements

E-mail us at the above address, or, if you haven't got Net access, write to us at.

PSM2 MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

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PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

›HONEST AND ACCURATE シフヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シフヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シフヨカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

›HARD-HITTING シフヨカノ キハワキア

PSM2 WARNING!

THE PSM2 SCORING SYSTEM:

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

GRAN TURISMO 3 054

RESIDENT EVIL CODE: VERONICA X 058
Tokyo Extreme Racer 060
City Crisis 061
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Freak Out 064
Rune: Viking Warlord 065
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Battlefield Earth 069

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOW

GRAN TURIS

"WE'RE IN A PRETTY GOOD POSITION TO TALK ABOUT GT3'S

It's out. You're playing it. And we know you're being driven crazy by Gran Turismo mode. But some gameplayers might need a little more convincing to part with their cash. Read this, then go buy it. Trust us...

REVIEWER: Marcus Hawkins

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Polyphony Digital
- **PUBLISHER** Sony
- **GAME TYPE** Driving
- **PRICE** £39.99
- **EXTRAS** 1-2 Player, DualShock 2, Memory Card.

DETAILS

- 180 cars, 36 courses.
- Arcade mode with Single Race, Time Attack and Free Run modes, plus the great Gran Turismo mode.
- Replay Theatre with Data Logger.

SMO 3

LONG-TERM APPEAL"

PAIN IN THE GRASS: Try cutting this first right-hander on Mid-Field. Time it right to be rewarded by a couple of places.

Turismo Fever's certainly taken hold in the offices next to PSM2's. Journalists from other magazines who'd casually take a spin on the Arcade mode of our Japanese test version during a quiet lunch hour immediately went out and bought a PS2 in anticipation of the PAL version. And since that hit the High Street on July 20th, idle talk down the local boozer has been transformed from Jeremy Clarkson-style cynicism to passionate enthusing about the super-tuned, Turtle Waxed contents of each other's garage.

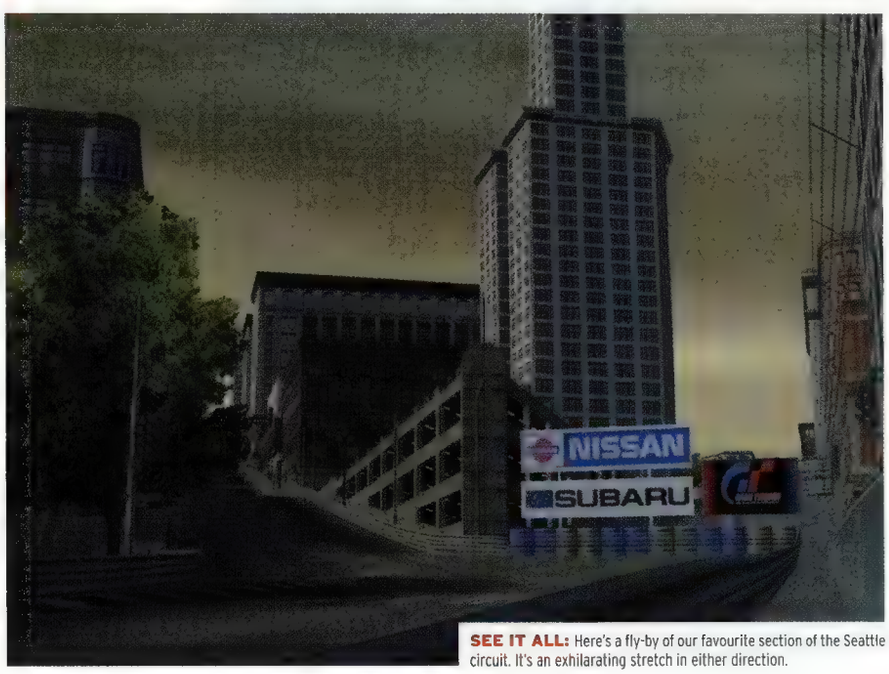
Gran Turismo mode's certainly where everyone's spending the majority of their racing hours. Someone's described it as 'Pokémon for adults' and that sums it up perfectly. There's certainly a great deal of Memory Card trading going on round these parts. Polyphony Digital have balanced the challenge level with the precision of David Niven, frustration and exhilaration coming in equal hair-pulling measure. And that's just when you're trying to achieve gold-ranked times in each of the licence tests.

GARAGE MIX

It's when you take your first car out on the road to take part in one of the league races that things really begin to suck you in. Take our own first fumblings. After blowing a wad on a Mazda MX-5 (J) in Mariner Blue (with a handful of loose change left from Cr. 18,000) we decided to plump for a more challenging race – after all, using S-class motors we'd cracked almost every course in Arcade mode on the 'hidden' Professional level. We'd learned to love the racing line. But after trundling in a very poor fifth in one of the FR Challenge races, it became clear that we *would* have to go through the easier races, building up enough loot to go mental in the Tune Shop, and ▶

GREEN MACHINE: The replay option is fantastic - send us in your best movies on VHS and we'll make your skill known on our DVD...

"GT MODE'S WHERE EVERYONE'S SPENDING THEIR RACING HOURS. SOMEONE DESCRIBED IT AS 'POKÉMON FOR ADULTS' AND THAT SUMS IT UP PERFECTLY"



SEE IT ALL: Here's a fly-by of our favourite section of the Seattle circuit. It's an exhilarating stretch in either direction.

LIVE ACTION: Here's the *GT3* development team doing their 'research'.

STEER FRIED

We take a look at steering wheels that are compatible with *GT3* on pg98, but it's worth highlighting the *GT3* force here. At first we weren't keen – and we still don't like the cheap clamps and lack of genuine DualShock 2 buttons – but we've grown to like it. Try it on Smokey Mountain and you won't want to go back to a DualShock 2. Not sure it's worth its expensive price tag though.

ONE-ARMED TRANSIT: The pedals perform smoothly – [illegible] than on the DualShock 2.

GEAR FESTIVAL: We reckon the gear 'paddles' on the back of the wheel are actually a little small – even for Dan's tiny hands.

▶being awarded new cars for completing solo events. Gotta catch 'em all? Good Christ yes. Then sell 'em to buy a Stage 3 NA Tuning for your MX-5.

FEVER RICH

After being able to play *GT3* for almost a year now, we're in a pretty good position to talk about its long-term appeal. It's truly the 'game that keeps on giving'. You're rewarded at each step of the journey – from the lure of materialistic bonus items to entice you to complete a zone in Arcade mode, to the sheer satisfaction from nailing a perfect gravel-chewing run on Tahiti Circuit.

Despite the wealth of options on offer, there're still some things you'll keep returning to. The previously mentioned French Polynesian rally circuit – perfect for head-to-head races, with its combination of simple course layout and make-or-break bends. In fact all the rally courses have something to keep you coming back – a lesser developer (mentioning no names) would likely have stripped them out and released them as a separate game.

Then there's the Lancia Delta 4WD rally car – once you unlock it, you'll find it hard to go back to anything else. Trying to crack *that* first bend on Tokyo R246. Going for a leisurely drive around Special Stage Route #5 in the dark, damp night to try and imprint the subtleties of the course layout to memory. Pushing your car to the limit to snuff out the Time Trial record on the aptly named Trial Mountain. There's an armful of memorable moments – and corners – which you'll be running through in your mind long after you've switched your PS2 off.

RING IT ON: We'd recommend honing your skills in Arcade mode before launching into Gran Turismo's challenges, if you want golden times...

"THERE'S AN ARMFUL OF MEMORABLE MOMENTS WHICH YOU'LL BE RUNNING THROUGH IN YOUR MIND LONG AFTER YOU'VE SWITCHED YOUR PS2 OFF"

INSIGHT

■ Compared to *Gran Turismo 2* – which comes packing around three times as many cars – *GT3* looks a little slim. However, a year ago PSM2 reported that it took a day to create a car for the PSone games, but for *GT2000* (as it was known), the same process took two weeks. But the results speak for themselves...

CUT AND SHUNT: You've got to learn to drive aggressively if you're planning on winning cash - always take the inside line.

Importantly, it's also a blinding conversion – almost full-screen with no hint of slowdown. As it's identical, there're still the odd niggles which prevent the game from picking up a score nudging on perfection on its UK debut. You've probably already heard what some magazines have awarded *GT3* – some have been a little off the mark in either direction (with a distinct lack of genuine in-game shots accompanying the reviews...), but PSM2's opinion is the only one you care about, right? So here are the bits which irritate us, without truly souring the overall experience. Do they match yours?

First of all, why isn't it easier to restart a race? True, the replay feature's an absolute dream, but having to hit cancel and accept several times before reaching the 'start race' menu screen can seem frustratingly long-winded when all you want to do is restart after ballsing up a bend. As we highlighted in PSM2# 10 (such a long time ago now...), the way you have to keep having to skip through menus to check your progress in Arcade mode also seems a little unnecessary, and something that should have been easily picked up by Polyphony's playtesters.

GAS CRACK: With a nippily accelerating motor on Super Speedway, stay in a straight line at the start - don't bother slipstreaming.

Then there's the fact that the music still kicks in on Gran Turismo mode. Fair enough, a spot of Ash or Iggy seems at home in the soundtrack to an Arcade race, but when you're in the zone on a 'serious' race – where there's money at stake – it can dilute the pressure just a touch. Still, at least you can turn the music off. The same could be said for the fact that your car never receives damage – leaving the game feeling a little sterile for some, despite the depth of detail in the rest of the graphics.

"REACHING THE 'START RACE' MENU SCREEN CAN SEEM FRUSTRATINGLY LONG-WINDED WHEN ALL YOU WANT TO DO IS RESTART AFTER BALLSING UP"

CHICKEN SPLIT: Always try and outbreak the other drivers - other than on the Professional level, they'll break very early for corners.

WHINGE MIRROR

The one major troubling point for many people is with Gran Turismo mode's level of frustration. After tearing up the tarmac in a Dodge Viper in Arcade mode, starting over in Gran Turismo mode feels like trying to wade through quick-drying cement. The championship races start off slowly and, the deeper you attempt to get, the harder things become. You really have to go back to the easier races, building up your cash in order to be able to tune your car and compete convincingly at the tougher ranks. So it requires a huge investment of your time – something other reviews have had a little dig at. We say, like everything, you only get out what you're prepared to put in.

GT3's that rare thing – a racing game you can truly sink your teeth into. As we said in PSM2# 10: "When the UK version appears, buy with confidence. And feel good about life."

Let us know how you get on... **PSM2**

Our GT3 masterclass starts on pg86, and it'll be continuing over the next couple of issues.

MISSION LINK

YAMAHARD: [illegible]

The i-Link option is well worth exploring. Getting all the equipment together's a bit of hassle – you'll need TVs, PS2s, copies of *GT3*, FireWire leads all round, as well as a FireWire hub (if you're planning on more than two players) – but the rewards are obvious. Here's three of the team's first impressions...

DAN

"It's the most competitive gaming experience I've had in a long time. Beating the guy who's sat next to you and who's been taking the 'unofficial' racing line through a course, is so much more gratifying than getting one up on the cold-hearted CPU-controlled cars. Imagine how much it winds up someone like, say, Joel, when you've cut them up on that first corner in Seattle."

JOEL

"I spent some truly memorable Saturday afternoons in PSone's heyday, round a mate's house with linked-up *Doom*, *Duke Nukem* and *Descent*. The *Gran Turismo 3* experience reflects what I remember best about that set-up – fast, competitive play, heated Navy-blue verbals and me always ending up with the small screen. I came away shaking – it's an intense challenge that truly feels like racing in the arcades."

MARCUS

"Don't go for the i-Link option if you don't like being the centre of attention. As soon as we'd lined up three TVs, borrowed a third PS2 from GamesMaster Magazine and bought enough cabling to circle the Nou Camp stadium, we understandably drawn a crowd eager to get a go in the PSM2 arcade. It's not a cheap option, but if you can get enough people and draw lots on who gets the portable TVs, it becomes the peerless multi-player experience."

GAS-HEAD'S CHOICE

1 **GRAN TURISMO 3**
It really is the most compelling racing experience yet. Nothing on PS2 can touch it.

2 **FORMULA ONE 2001**
It's still the ultimate F1 game available for our console, despite the quirks that've annoyed some people.

3 **RIDGE RACER 5**
Namco still have to redeem themselves after this disappointing release. The two-player's lame.

PSM2 VERDICT

GAMEPLAY
+ Sweet as a nut. You'll get to grips with the basics instantly.
- GT mode's unforgiving at times.

GRAPHICS
+ Sun that gets in your eyes, dust that makes you cough.
- A tiny sniff of pop-up... no car dentage...

SOUND
+ The fanfare that accompanies gold in a licence test
- The tune that accompanies failure in a licence test.

LIFESPAN
+ So much more than a few cars and courses...
- For the first few weeks, you'll lose sleep. Oh, mama!

OVERALL
Don't listen to those that give *GT3* anything other than the score you see here. Ignore the voices. We speak the truth.

93

BLISTERING

OH, BROTHER: The wholesome sibling combo of Claire and Chris, take on the disturbing Alfred and Alexia.

OUT UK SEPT 07

RESIDENT EVIL CODE: VERONICA X

You can't kill what doesn't live. Apparently. So PS2 gets a resurrected DC port with an exclusive *Devil May Cry* playable demo.

REVIEWER: Joel Snape

Horror, much like malaria, beer, and the vacant smiles of pretty sales-people, is something that you can become immune to. When they were appearing in early George Romero flicks, zombies were terrifying. Just ten years later, they were seen shimmying alongside Michael Jackson.

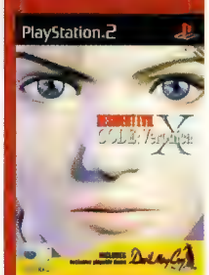
Thankfully, this is horror in the George Romero sense. In comparison to the ceaseless unpleasantness and constant unease of *Silent Hill*, *Code Veronica*'s all about the sudden nerve-jolt of a zombie tapping at a window. After four instalments, *Resi*'s lost none of its power to scare – cinematic camera angles and unobtrusive cut-scenes combine to provide a stack of memorable moments. As in most horror films, you'll see the setups coming – the suspicious corpse, the ominous broken window, the insistent tapping at the door – but that doesn't lessen their impact when the action kicks off.

This time the game starts shortly after the destruction of Raccoon City in *Resi 2*. Claire Redfield's been caught investigating Umbrella, and starts the game in a cell – only to be freed when one of their bi-weekly lapses of security lets all the zombies out. In the second half, Chris turns up to help, with play switching between the two from there onwards. This lends an inventive two act structure to the game – environments change the second time you see them, and it's vital to conserve ammo for whichever sibling's bringing up the rear. You even get a brief go at controlling cheeky new boy Steve – although the temptation to run him straight into the jaws of a giant sandworm's almost unbearable.

In terms of gameplay dynamics, little's changed. In combat, there's a clever balance between scrabbling fear and gun-crazed

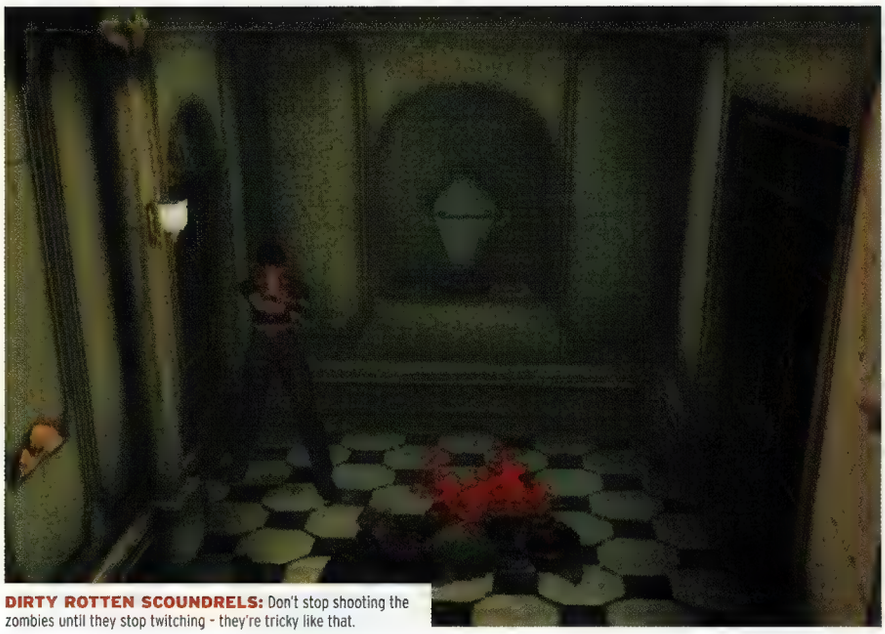
INFO

- **CODE TESTED**
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card



DETAILS

- Three playable characters in the main game – Claire, Chris and Steve.
- Monster-raining Battle Mode, playable in first-person perspective with Claire, Chris, Steve or Wesker.
- Comes with separate *Devil May Cry* playable demo.
- At least seven different weapons, including shotguns, crossbows, AK-47s and grenade launchers.
- Ten minutes of cut-scenes exclusive to the PS2 version. Ah-ha!



DIRTY ROTTEN SCOUNDRELS: Don't stop shooting the zombies until they stop twitching - they're tricky like that.

omnipotence – the giant spiders, for instance, are only menacing for as long as it takes to find an AK-47. Other scenes are pure Hollywood – we're particularly fond of the Tyrant showdown on an airborne Hercules, where the object's simply to survive until you can flatten him with a crate-loading mechanism. The puzzles are a smart counterpoint to all this horror and shooting, even if they're rarely more complex than finding objects that slot into other objects.

Unfortunately, the clumsy controls have also remained largely intact. Fleeing in terror isn't made any easier by the point-then-move system, while holding down L2 to run and R1 to shoot seems needlessly complex – especially since you can't do both simultaneously. As ever, you effectively surrender control while you're being bitten, and it's all to easy to get unfairly trapped, tearfully watching your precious health drain as you're tossed from zombie to zombie. Yes, it's tradition, but it's been effortlessly outdone by more recent offerings.

As for the classic *Resi* doors – Capcom have always maintained that they're a part of the atmosphere, rather than a loading time issue, but their tension-heightening impact's dissipated after four games full of them. Then there's the occasionally restrictive inventory box system – again, either you accept it or you don't.

INSIGHT

The Japanese *Resi* got 80 percent in PSM2#09. The English item translations just about counteract the absence of the fairly pointless Wesker's Report DVD.

Why *Veronica X*? In theory, Capcom are releasing *Code Veronica* the way they always intended it – complete with all the plot elements they didn't have time to include in the Dreamcast version. In reality, though, the changes don't amount to much. A handful of new cut-scenes beef up Wesker's role – including one where he gives Chris an impressive Matrix-style pounding – but these take up less than ten minutes, and there aren't any new playable sections.

Ultimately, *Code Veronica's* another solid instalment in a series that's starting to show its age. After *Devil May Cry*'s flamboyant gunplay and *Onimusha*'s savage katana-duelling, blasting into a tide of zombies just feels slightly dull. **PSM2**

Re-chamber that Desert Eagle – the horror starts on September 7th.

"IT'S ALL TO EASY TO GET UNFAIRLY TRAPPED, TEARFULLY WATCHING YOUR PRECIOUS HEALTH DRAIN AS YOU'RE TOSSED FROM ZOMBIE TO ZOMBIE"

IMPACT POINT

As it turns out, Wesker injected himself with a sample of the T-Virus shortly before the Tyrant ripped him to bits in *Resi*. He's now six-feet of traitorous, cat-eyed malevolence, moving like Agent Smith and taking Chris out without breaking a sweat.

SURVIVALIST'S CHOICE

1. **ONIMUSHA**
   More splatter-fest than spook-out, but good, vicious fun all the same.
2. **RESIDENT EVIL CODE: VERONICA X**
   As atmospheric as ever, but a lack of real innovation keeps *CVC* from the top spot.
3. **EXTERMINATION**
   Short and sweet, even if its claim of inventing 'Panic Action' isn't *entirely* accurate.

PSM2 VERDICT

GAMEPLAY
+ Nice combination of puzzles and shooting things until they squirt.
- The controls don't feel intuitive enough – especially in combat.

GRAPHICS
+ Atmospheric backgrounds and tension-building camera angles.
- The animations aren't as fluid as they could be.

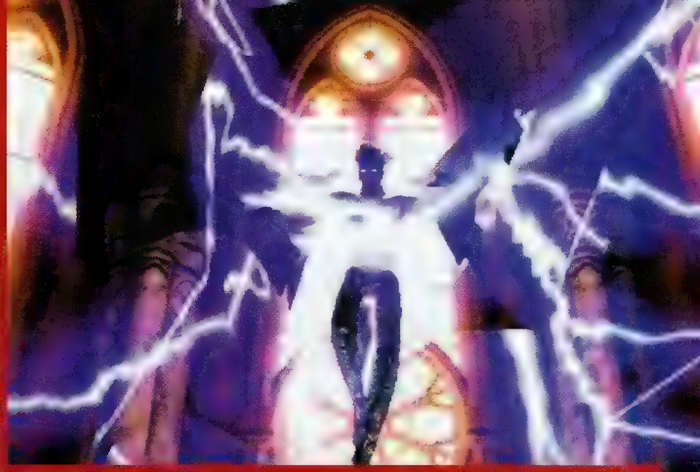
SOUND
+ Playing it with the sound off isn't nearly as scary.
- But it does get rid of the irritating creaky fans.

LIFESPAN
+ Plenty of hidden stuff to reward intense play.
- The plot's not exactly one to remember.

OVERALL
As playable and scary as ever – but we'd like to see the *Resi* series do something new. The 'X' tag's a bit of a joke, too.

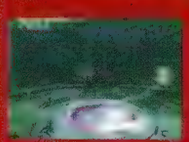
80

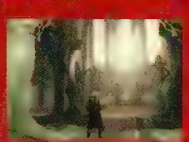
NOT DEAD YET

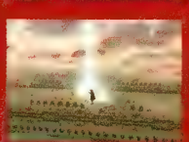


DEVIL MAY CRY

Fight like a man possessed, in *Resident Evil Code: Veronica X*'s exclusive demo.







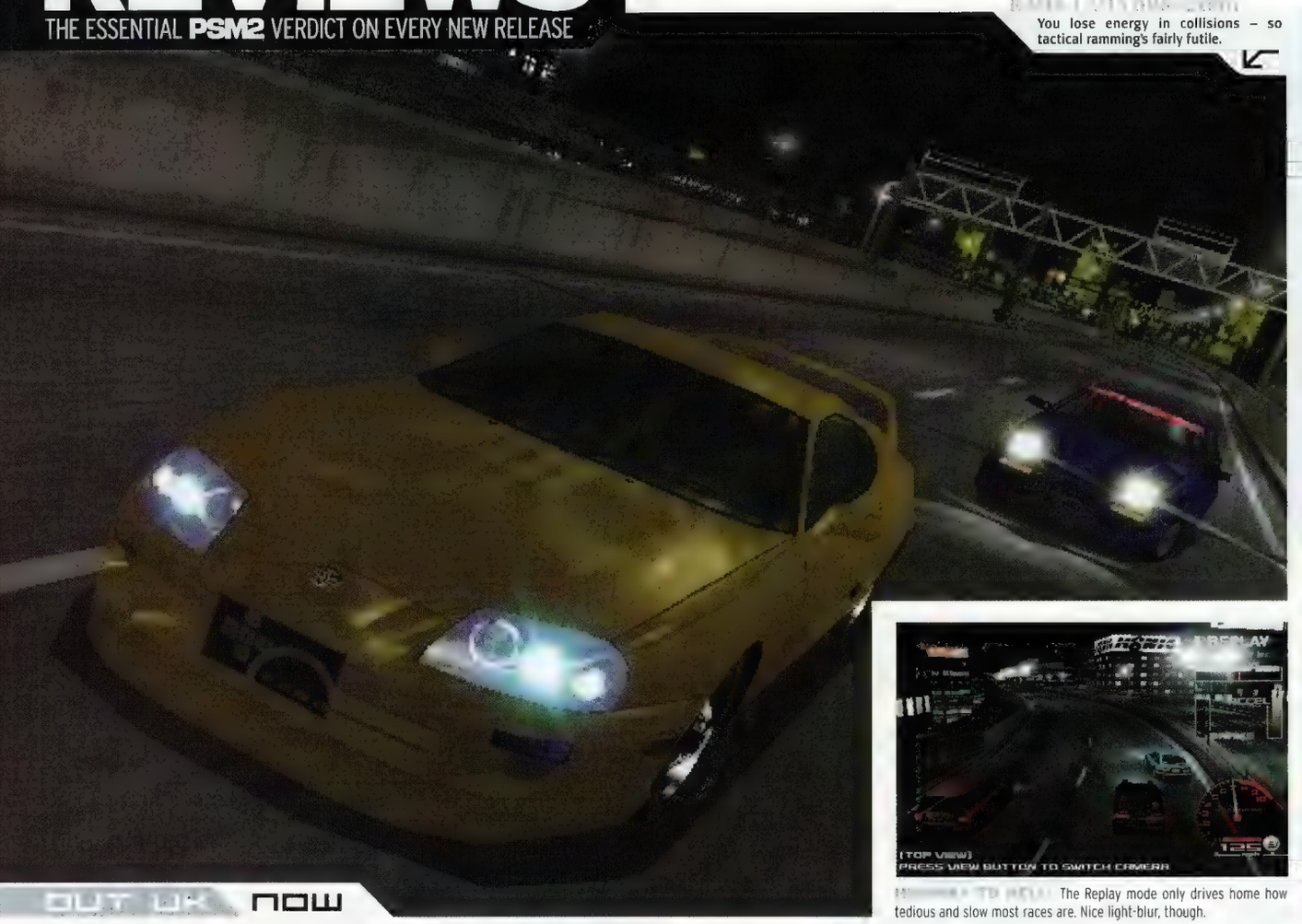
Need further incentive to buy *Code Veronica*? As with the *Z.O.E./MGS2* package, Capcom have hit on the cynical, but effective, marketing ploy of bundling a game that's already very good with a demo that's an almost essential play.

The new *Devil May Cry* demo's more extensive than the one packaged with *Code: Veronica Complete* in Japan, featuring three missions. The clear highlight's a duel with a shadowy lion-beast, which shifts shape as Dante desperately somersaults away from its big spectral paws. The Experience Point system's now in place, so Dante now has to earn the ability to fly in his devil form.

There's also a trailer packed with teasing gameplay footage in one boss battle, Dante shows off his unarmed combat skills – somewhat allaying our fears of repetitive shooting action. The only problem, in fact, is Dante's voice. He spurts one-liners in cool-diminishing dudespeak that makes us wince. If he shuts up, he might become PS2's coolest hero.

BIRD-BRAINED: [illegible] greets this avian horror with a cheery [illegible] heaven's sake.

FRYING TONIGHT: [illegible]



You lose energy in collisions – so tactical ramming's fairly futile.

OUT UK now

TOKYO XTREME RACER

Worried about games glamourising joyriding? Concerned about lawless driving? Try playing this, then.

Joel Snape

Picture a game that combines the best bits of *Midnight Club* and *Ridge Racer* – the pointless bravado of illegal car racing and the heady fun of screaming along Japanese freeways. Then imagine that it's been developed by a team of Young Conservatives. Finally, pretend they've been specifically ordered to drain every scrap of fun out of them and make a joyless mess that's actually mentally debilitating to play. That'll be *Tokyo Xtreme Racer*, then.

The premise is simple enough. Cruise the Tokyo highway until you see a rival gang member – handily marked out with flashing Rs – then jab L2 to flash your lights or give them a gentle shunt to goad them into a race. Inventively, there's no finish line – both cars get an energy bar which depletes if they fall behind.

You'll frequently be well up ahead, only to see your opponent go screaming past at double your top speed. *Gah.*

The problem is, after the initial scramble for pole position, there's very little excitement. The highway setting means there's no oncoming traffic, no sudden 90° bends to navigate, and the bovine predictability of the other cars means that the first person to fall behind almost inevitably loses. Only the sluggish handling poses any sort of challenge, and even then there's no car damage to worry about. Outrageously, in two-player mode, *there isn't even any traffic* – make a mistake and you might as well fling away your pad in disgust.

To make matters worse, there's no relief from this turgid nonsense. There's just one long course with a few branching turn-offs to unlock as you progress. Because enemy gang members are so rare, you'll spend about five minutes coasting pointlessly along between each confrontation. Every race takes place at about 2am, along featureless grey roads dotted with slow-moving lorries. In fact, it's so uniformly dull that we suspect it's a deliberate ploy – plough into a concrete stanchion during a spontaneous bout of narcolepsy, and your opponent could actually get back into the race.

The Replay mode only drives home how tedious and slow most races are. Nice light-blur, though.

Even off the road, everything seems calculated to annoy. Racer profiles actually *hurt*, courtesy of lines like 'Staci likes ice cream, but never eats it in the car'. Boy racers can tinker with their handling, even adding a new grill or some streamlined fins, but it's ludicrously expensive – even a new paint job costs the equivalent of six races' winnings.

In the driver-starved Dreamcast market, this was hailed as a minor classic, but up against the faster, meaner and shinier competition on PS2, it's left standing. PSM2

INSIGHT

Entertainingly, your rivals give you a meaningless nickname supposedly based on your driving style – PSM2's often known as 'Optimum Stone Head'.

OUTLAW'S CHOICE

1 **MIDNIGHT CLUB**
Similar idea, but in free-roaming versions of New York and London. Good fun.

2 **TOP GEAR DARE DEVIL**
No, we've never heard of a street gang collecting floating coins in a Mini, either.

3 **TOKYO XTREME RACER**
Gang-bangers who don't explode when they plough into HGVs? No fun, no?

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Genki/Crave
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Driving
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2

DETAILS

- One course – two if you count driving round the other way.
- No licensed cars, although you'll recognise cosmetically altered Mazdas, the Mitsubishi Eclipse and the Nissan Skyline among others.
- 150 opponents, each with their own unique personality traits – although they don't, for example, say anything during races.

PSM2 VERDICT

GAMEPLAY
+ Innovative energy bar-based racing system.
- Handles like warm treacle, mindlessly repetitive.

GRAPHICS
+ The cars are nice and shiny.
- Sickening pop-up and jaggies, not much colour.

SOUND
+ You can buy six different horn noises.
- Relentlessly ear-bleeding J-pop guitar music.

LIFESPAN
+ Over 100 computer opponents to race against. If you can stay awake for that long.

OVERALL
No taunts, betting and revving up at the lights – in fact, anything that could have made an entertaining street racing game.

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MIND-NUMBING

BLUE BEARD THUNDER: You can dive close-in to get a detailed look at the animated city.

OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Syscom Entertainment
- **PUBLISHER** Take 2 Interactive
- **GAME TYPE** Action Rescue
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Training mode featuring Flight, Rescue and Firefighting options.
- Three rescue helicopters with unlockable secret vehicles.
- Rescue and Chase modes with ultimate Final Rescue Mission.
- Comprehensive graded ranking system.

CITY CRISIS

Another day, another Towering Inferno. But will the joys of helicopter rescue burn in the long-term?

REVIEWER: Daniel Dawkins

If city life is dragging you down, spare a thought for the residents of *City Crisis*. You might spend your days moaning about beer prices and public transport, but at least you won't end the evening trapped 500 feet above ground level engulfed by flames. Far from worrying about house prices, the townsfolk of *City Crisis* have got a full-time job trying to walk to the shops without stumbling into a raging chemical inferno. What better place to be a helicopter rescue pilot? Take 2's latest is a low-rent Red Cross *Crazy Taxi*, and *probably* a game worth renting.

Piloting a variety of rescue choppers, you've got to dash around the city putting out fires and rescuing survivors. The bustling city scales convincingly, and offers a variety of skyscrapers, theme parks and industrial towers itching for a moment to explode. Using a finite supply of water missiles and self-recharging water spray, you've got to quell the fire and winch out survivors before the panic bubbles above their tiny brains turn red and they start to melt. The leisurely pace soon accelerates into a panic-stricken rush of dwindling water resources and raging infernos.

WINCH MOB: Follow the radar to find the fire and start winching out stranded citizens - the yellow wave means minimum danger.

INERTIA CREAKS

The tricky chopper inertia prevents winch rescues becoming mundane, and leads to Farrelly Brothers' slapstick moments where your winch man scythes through a wave of flames head-first into a broken post. Sadly, the feeling of danger isn't intense – your co-pilot can't die and the chopper withstands ludicrous repeated collisions. Personal safety assured, it's hard to care for the flame-addled polygon blobs. Only in the later levels – when you need to save *everyone* to replenish your missile stocks – do matters become compelling.

Eventually, *City Crisis* yields a sufficiently skilful challenge to encourage you to chase higher completion grades – much like *Crazy Taxi*. The samey locations are secondary to the deceptively graceful gameplay. To increase the variety, there are a number of Time Attack levels where you duck *Sky Odyssey*-style through a series of hoops, and some diverting Chase levels where you pursue bus-stealing criminals – evil scum, all of 'em – through the busy streets.

In terms of its ambitions, *City Crisis* is a quiet success. Save for the occasional problem judging your altitude, there's little wrong with the tight controls. The PSone nature of the graphics belies some neat touches and a genuine sensation of scale. Where else could you winch a girl in a bunny suit from an exploding building? **PSM2**

INSIGHT

A popular urban legend maintains that the remnants of a charred scuba diver were found in the aftermath of a forest fire in California. Apparently a helicopter had scooped him up with sea water used to put out the blaze. Ouch.

RED ADAIR'S CHOICE

1. **CRAZY TAXI** Repetitive but rewarding skill-based gameplay with the emphasis on knockabout fun.
2. **SKY ODYSSEY** A cruddy looking arcade flight game with deceptive depth and absorbing challenges.
3. **CITY CRISIS** Rough and repetitive but the comedy firefighting offers plentiful scope for skilful play.

PSM2 VERDICT

GAMEPLAY
+ Instant appeal with deceptive depth.
- Repetitive tasks.

GRAPHICS
+ Bustling cities and fine scaling
- Wobbly lo-res look

SOUND
+ Endearing yelps and quirky tunes.
- Forgettable water splashes.

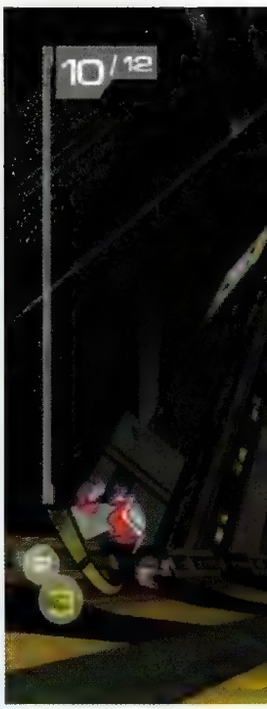
LIFESPAN
+ Grading system encourages repeat play
- All cities look the same.

OVERALL
Despite the beguiling gameplay, the lack of variety extinguishes the long-term appeal. It makes a change from *taking* lives, though.

62

FLASH FIRE

SPAGHETTI HOOPS
There's a lovely whooshing noise as you go through the loops.



OUT UK AUG 31

EXTREME-G 3

Fast? Yes. Furious? Oh, definitely. But you might find that PS2's own version of Tron lacks any kind of real, y'know... *fun*.

REVIEWER: Joel Snape

RACING ON THE CEILING: As ever, there's no danger of coming unglued from the track, even if you crash.

Picture this. You're at the most exciting club in the world. The beer's cheap, the music's loud, the strobes are dizzying and it's packed – *packed* – with people you fancy. Unfortunately, you're driving, you've got to make sure all your mates get home safely, and you're getting up early in the morning.

"BIKES HURTLE AROUND THE TRACK AT SPEEDS THAT'D ORDINARILY SHATTER EVERY WINDOW IN THE VICINITY AND LEAVE YOUR FACE FLAPPING"

That's *exactly* what playing *Extreme-G 3* feels like – an experience that promises to be incredible but, because of its limitations, ends up being an irritating chore.

The problem's in the discrepancy between how *Extreme* presents itself and the way it actually plays. For a start, it's easily the fastest game on PS2 – the bikes hurtle around the track at speeds that'd ordinarily shatter every window in the vicinity and leave your face flapping from the G-force. Reach 740mph – the speed of sound – and there's an audible crack, the sound fades out briefly, and the screen goes all shimmery. Nice touch. The tracks are full of swooping curves, vertical loops, intersections and vicious corkscrews. If you're still in doubt as to what sort of game this is *supposed* to be, the first lap of the

INFO

- **DEVELOPER**
  Acclaim Studios Cheltenham
- **PUBLISHER**
  Acclaim
- **GAME TYPE**
  Arcade Racing
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-2 Player, DualShock 2, Memory Card

DETAILS

- 12 bikes and racers.
- Nine racing circuits.
- In-game music by the Ministry of Sound.
- Two-player split-screen Team Grand Prix, Head-To-Head and Co-operative modes. Arcade and League racing modes.
- Nine different weapons and upgrades to buy in the G3 Mall.

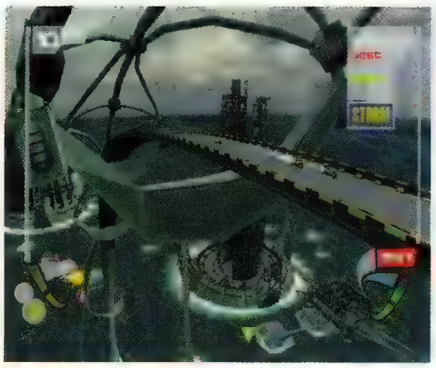
BRIGHT LIGHTS, BIT SHIFTY: The vast, shimmering cityscapes can't distract from the slightly frustrating gameplay.

GO-SLOWER STRIPES: The chevrons slow your bike down radically. Avoid them.

Atadoshi track – with its neon lights, driving rain and banging trance music – takes care of that. Sadly, by that time you've already discovered that to play it the way it practically begs you to – with breakneck, suicidal intensity – is doomed to failure. While it moves like a hummingbird glued to a rollercoaster, it's just as twitchy – yank the stick to the right on a corner, and you'll lose 20 percent of your speed as you bounce off the sides. After two races of ricocheting down the track, you're stroking the pad as you would a frightened baby gerbil, all too aware that a moment's over-enthusiasm could cost you valuable seconds.

Then there's the energy system. You've got two bars to worry about – one represents your ammo, while the other one handles boost and shields together. In theory, the latter makes for an interesting dilemma – do you use all your power on speeding yourself up, leaving yourself vulnerable to enemy fire? In practice, though, you'll *always* use the entire boost bar – it's just too furiously competitive to err on the side of caution. Worse, you recharge by driving over shimmering patches of track – green for energy, purple for ammo – but there's only one or two of these in each race. This means you're reduced to hoarding boost for the flattest, straightest sections, and it barely gives you enough bullets to take out even a weakened opponent.

Of course, if an opponent catches you with a lucky burst, your energy'll be too depleted to leave you with a chance of winning. Oh, and you can't use boost or guns for the first half of the first lap, because you always start at the back and it'd be too easy to massacre the competition. For a game where your natural instinct's to floor it, Sellotape the trigger down and damn the consequences, it feels faintly nonsensical.



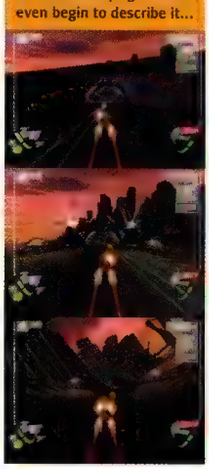
COAST TO COASTER: The Oceania level's full of epic-looking scenery - the draw-in distance is phenomenal.

DAFT MALL

To be fair, there's a lot of satisfaction to be had from finally tearing through the pack, especially when mastering the air brakes means you barely need to slow down. The optional extras help a bit, too – as you earn money, you can buy missiles, mines, enhanced boost and bigger fuel tanks, which relieves the monotony. Unfortunately, the game's cash-centred structure manages to drain the fun out of this, too. Finish at the back of a qualifying group in one race, and you'll have to come first in the next one – or restart the league. Since the Arcade and two-player modes start with virtually nothing unlocked, even a quick blast requires you to have put hours in already.

IMPACT POINT

After a vicious race, you're closing on the leader. He's dead in your sights, and you rake him with machine gun fire, confident that he'll never shake you off. His shields go critical... then you run out of bullets, even though every single one's hit him. 'Annoying' doesn't even begin to describe it...



LEAP OF FAITH: The jump intersections are exciting, but fall off the sides and your race is over. There're no winches in *Extreme-G 3*.

LASERS FOR SALE OR RENT

Rather than picking up weapons as you hurtle around the track, *Extreme-G 3* makes you buy and sell them in between races. In theory, it's a system that prolongs the game's appeal as you buy mines, heatseekers and rear-mounted flame-throwers. In practice, you'll have to spend all your cash on your engine to give you a chance of winning.

WICKED FLAMES: The rear boost's tricky to aim - there is a rear-view button, but you're going at 700mph. Not wise.

BEAT BALLS OF HELL: You could always buy an enemy repulsion beam - if you didn't need the money for extra speed.

Extreme-G 3's undeniably gorgeous to look at, blindingly fast and, if you've seen it on our DVD, you're probably tempted to buy it. But to make an adrenaline-fuelled game that relies on inch-perfect knowledge of the courses, tactical energy management and Swiss watchmaker-level control precision seems like a triumph of style over gameplay substance. Fun, but only as a masochistic pleasure. **PSM2**

INSIGHT

There's a code hidden in the game that effectively doubles its speed, making it virtually impossible to steer. It looks *amazing*, mind.

TRON'S CHOICE

1 **TWISTED METAL: BLACK**
If you want a futuristic game full of guns, get this.

2 **MOTO GP**
If you want a challenging motorbike game, get this.

3 **EXTREME G-3**
If you want a mix between the two, get this. Or hang on for Studio Liverpool's ever-improving *WipEout Fusion*.

PSM2 VERDICT

GAMEPLAY
+ It's that foolproof fast vehicles/guns combo, isn't it?
- Controls demand to be handled like a pressure-sensitive bomb

GRAPHICS
+ Retina-scorchingly fast without skimping on the backgrounds.
- Looks a bit juddery when you hit a wall.

SOUND
+ Lovely whooshing Doppler effects.
- The ever-urgent trance tunes threaten to overload your brain.

LIFESPAN
+ Well, it's certainly challenging. Loads of tracks, too.
- Not for the easily enraged.

OVERALL
Close, but absolutely miles away at the same time. All it needed was for someone to say: "But it's a bit hard, isn't it?"

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MADDENING

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Treasure
- **PUBLISHER** Swing! Entertainment Media AG
- **GAME TYPE** Action
- **PRICE** £39.99
- **ESSENTIALS** 1 Players, Memory Card, DualShock 2

PlayStation.2

FREAK OUT

DETAILS

- 12 bosses linked via a central hub.
- Elastic environments – with consistent internal physics.
- 3D character movement with independent scarf control.

OUT UK now

FREAK OUT

Melon-headed girl seeks evil headscarf for relentless boss battling in an attempt to rescue her sisters. Patience and good sense of humour essential.

REVIEWER: Daniel Dawkins

Realism, eh? Who needs it. We're sick of hair physics, real-time reflection mapping and volumetric fogging. All gamers *really* want to do – let's be honest about it – is tweak large breasted women with a mutant headscarf. No? Crikey. Well, you're going to hate *Freak Out*. Treasure's action-adventure oozes primary colours, girlish shrieks and – perish the thought – fun. A perfect tonic for reality-addled gamers. It's time to put away the Force Feedback steering wheel, grab the cracked DualShock 2, and remember what gaming's all about.

Bravely, Treasure have ignored *every* button on the flat face of the D-pad. You move Linda about using the left Analogue stick, and control the mutant scarf using the right Analogue – like an extendible lasso. You can stretch *any* part of the environment – bad guys, floors, posts... the lot – by holding R1. Release the button to initiate a 'snap' attack. These simple controls mask devious applications – and a world of marvellous internal consistency.

HUBBA, HUBBA

The game revolves around a central hub – redolent of Aha's *Take on Me* video – which contains 12 locked doors. Each door leads to a boss, and needs a certain number of points to unlock. These can be gained by entering a free-roaming plain full of monstrously breasted women, who need to be 'tweaked' to the floor. Each time you lose a boss battle, you lose points and have to return to the plain. Simple, no?

Initially, you'll balk at *Freak Out's* simplicity. How can the solitary 'snap' attack provide sufficient gameplay depth? Think of it like *Space Invaders* – the devil's in the enemy attack patterns. Scarf deployment is a precision affair – a simple command with a multiplicity of outcomes. If you lose a battle, you'll curse standing a step too far to the left, staying put a second too long or deploying the scarf a fraction too hastily. You don't get rewarded for mastering the controls, but using them tactically.

In one memorable encounter, Linda tackles a schizophrenic version of Little Bo Peep. The shepherdess is only vulnerable when 'evil' – and releases hordes of demon 'sheep' to protect her position. To succeed, you'll need to herd the flock when they're 'good' – leaving the boss unprotected when she transforms. The wondrous physics make sheep-twanging an art form – a game in itself. In no time, you'll be intuitively flicking the Analogue pads to chuck the little buggers off the cliff in one swift movement.

FURY FREAK BOTHER

Sadly, most bosses can be beaten with protracted twanging – you don't *have* to learn their critical weaknesses. Only in the final stages does lateral thinking and considered 'critical hits' become essential – tellingly, when the game is at it's finest. The final battle can be reached within six short – if glorious – hours. *Freak Out*'s a gamer's game, a sugar-rush of genius, but its short duration will be too much reality for some people to handle. PSM2

STRETCH LIVES: The demon scarf is used to attack bosses or can be attached to scenery as a self-propelling bungee cord.

HUB AND HAPPINESS: The central hub gives you access to the frantic boss battles and allows you to save your progress.

TWANG OUT OF ORDER: Tweaking the more obvious assets won't score you points - lock on with R1 and go for their head or legs.

INSIGHT

Developers Treasure broke the technical boundaries of the Sega Mega Drive with *Gunstar Heroes*, but claim it'll take four or five years before someone does the same with PS2. Eek.

REED RICHARDS' CHOICE

1 **FREAK OUT**
A fun experience that pushes the boundaries of conventional gameplay. Bit short, though.

2 **KURI KURI MIX**
Delightfully innovative, if frustrating, puzzler that won't appeal to everyone

3 **RAYMAN REVOLUTION**
Familiar gameplay betrayed by detestable characters and endless trudging.

PSM2 VERDICT

GAMEPLAY
+ Unique, intuitive, spellbinding simplicity
- Inherently limited, repetitive tasks.

GRAPHICS
+ Wondrous explosions and deformation effects.
- Occasionally frustrating camera angles.

SOUND
+ Charming squeaks and manic tunes
- Too sickly for some

LIFESPAN
+ Scope for expert play in exploring the 'critical hit' system
- No direct incentive to return once you've completed it.

OVERALL
A candy-pop, innovative roller coaster ride, that falls short of greatness due to a repetitive structure and short life-span.

79

PLUCKY

GET SHORTY: Dwarves. They may be good at forging swords, but getting them off the buggers is a tricky operation.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Human Head
- **PUBLISHER** Take 2
- **GAME TYPE** Action/adventure
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Player, Memory Card, DualShock 2

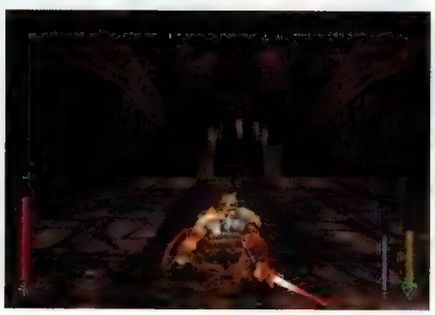
DETAILS

- Includes an accurate portrayal of Viking lore.
- Four runes to power your weapons with.
- 15 different weapons to wield.
- Two, three or four-player Deathmatch in over eight arenas with 22 characters to choose from.

OUT UK NOW

RUNE: VIKING WARLORD

Raping? No. Pillaging? Sort of. So *Rune's* a kind of sanitised Viking experience then? Yep. **REVIEWER:** Jonathan Bryant



HEL'S TEETH: Quite literally. She's the queen of the underworld and this is the entrance to her tower.

HAIRY CORNNARK JNR: Evil lackey of Loki and the guy who fries your friends and family in the opening scene.

On a Valhalla scale of mead drinking and axe chucking, *Rune* falls somewhere between Noggin the Nog and Eric the Viking. It doesn't take itself too seriously. Which is a good thing as the game eschews the usual stat-pawing of an RPG and goes instead for all-out platform action. Find an animal skin stretched across a frame and you can bet that if you throw yourself against it you'll be propelled skyward. Smack the ground with a magically enhanced mace, and your gathered foes get to eat smart bomb. It's bold and cheerful in a skipping, carve-em-up kinda way.

Combat definitely takes precedence over exploration and puzzle solving – you get to use the swords for fencing, the maces for crushing, the axes for ranged attacks and the shields for protection. Add a secondary magical function to each and you're looking at a reasonably complex system for knackering enemies.

But smart weapons and a challenging scrap, thanks to decent AI, doesn't necessarily make for a heart-stopping game experience. You need to sort out a whole bundle of other stuff to create a chart topper. Looks, for example – a department where this game, sadly, just doesn't cut it. The camera has a tendency to flick about, momentarily disorientating the player, while the frame-rate during the engine-driven cut-scenes is very jittery.

IT'S GRIM UP NORSE

The cinematic intro sequence and the way the lead character, Ragnar, becomes increasingly blooded as he takes damage are nice touches, but it's still hard to shake the impression that, overall, *Rune* looks like a polished version of *Warriors of Might and Magic*.

And then there're the puzzles. Although tricky to figure out at times, they ultimately fall into that soiled sequence of hit switch, open door and move on to the next level. Not appalling by any means, but what ever happened to rushing to get through a door before it closes or leaving items on pressure plates to unlock gates? These were the kind of things that kept you at an adventure until the sun came up; that made you look at every wall of every room before moving on.

So while *Rune* is easy to pick up and moves at a frightening lick, there just isn't enough depth or variance – and we don't mean pages of RPG stats – to satisfy.

It's a case of another game falling into a dumbed down, middle ground of easy access and little challenge. There's a good idea beating away down inside this one. It's just a question of whether you can be arsed to dig it out. **PSM2**

Approach with a level of caution when considering Rune. *Rent first, that's our advice*

INSIGHT

The brooding concept art that gives *Rune* its distinctive look was created by the Nordic sounding Tad Halstead who previously worked on the PC version of the game.

SONIA'S CHOICE

1. **SUMMONER** An RPG, but probably one of the most action-orientated out there. Passable gameplay and a good level of depth.
2. **RUNE** Fun, with just enough going for it to keep your interest rolling despite some flaws.
3. **WARRIORS OF MIGHT AND MAGIC** Visually poor – a shoddy attempt that leaves the player wanting. Not good.

PSM2 VERDICT

GAMEPLAY
+ Reasonable sense of combat and the odd hint of something special.
- The multi-player does little to add to the experience.

GRAPHICS
+ Over-the-top character animations give the Vikings extra grrr.
- Ratty camera work and sloppy cut-scenes do this no favours.

SOUND
+ Excellent stereo effects with sounds panning around your head.
- The sporadic music is shamefully underused

LIFESPAN
+ Some of the puzzles take a fair while to work out.
- The levels tend to zip by.

OVERALL
Visually inept at times, overly linear but still cranking enough fun into the mix to crack the odd smile and keep your interest fixed.

56

HORNY

AXEL'S ROAD
The face of *Twisted Metal* isn't looking too bad for four years behind the wheel.

OUT UK OCT

TWISTED METAL: BLACK

Ultra-violent and deeply dark – Incognito's four-wheeled nuke-em-up is back to mess you up.

REVIEWER: Jonathan Bryant

Hello? Er, hello? (blink, blink, flicker... blink) Ah, there you are. Sorry about the extra illumination on this month's import review, but it's a necessity when you're handed something like *Twisted Metal: Black*. Darker than *Silent Hill 2* and, as Iggy Pop said of the Death in Vegas track *Aisha*, 'dead goth'. Gone are the Mad Max/graffiti aesthetics of the original – which was the only other of the four *Metals* to ever be released in this country – and in their place visuals and character profiles that would make Hellraiser's Cenobites baulk. No doubt about it, the future's a grim place.

Rain-soaked futuristic cityscapes, nuclear winter prisons, rusty funfairs... It's a twilight world of subdued colours with only the impressively explosive weapons effects to brighten things up. Not that this is a bad thing as the dour visuals do tie in nicely with the shady nature of the characters themselves. Old favourites like SweetTooth and Roadkill return – albeit in psychotically revised forms – alongside a sanatorium full of new automotive freaks. Darkside has the face of a china doll and controls a massive truck, YellowJacket's a dead taxi driver and Crazy 8's had his eyes and mouth sewn together just for kicks. Beautiful.

"IT'S A TWILIGHT WORLD OF SUBDUED COLOURS WITH ONLY THE IMPRESSIVELY EXPLOSIVE WEAPONS EFFECTS TO BRIGHTEN THINGS UP"

TWISTED GENES

As with all the other games in the series, *Twisted Metal: Black* obviously still draws upon that vein of dark – bordering on the sick – humour that's served its developers, Incognito, so well in the past. Yes, you can still run over pedestrians (even those in wheelchairs or wearing dog collars) and, yes, the scenery is still begging for deformation via a rocket-fuelled punch – taking out the supports of the gigantic ferris wheel on the sprawling Suburbs level and watching it roll into the sea is a

info

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Incognito
- **PUBLISHER** SCEA
- **GAME TYPE** Driving
- **PRICE** $49.99
- **EXTRAS** DualSnock 2, MultiTap, Memory card

details

- 15 playable characters each with their own special weapons, vehicles and backstories told in film – there's also the promise of unlockable drivers, one of which appears to be a pilot.
- Over eight weapons of mass destruction along with hidden power-ups opened using D-pad key combos, just like the original.
- Three single-player modes (Story, Challenge and Endurance) and three multi-player modes (Deathmatch, Co-op Story and Last Man Standing).
- 16 initial levels including Suburbs, Junkyard, Freeway, Highway Loop, Prison, Rooftops, Rumble City, Death 1 to 6, Stadium, Roof Boss Arena and Asylum.

DRIVING ME CRAZY

Twisted Metal: Black has 15 drivers fresh from the asylum and ready to drive you mental.

"IT'S A HEADLONG SCRAMBLE OF METALLIC CONFLICT THAT'LL KEEP YOU AT IT UNTIL YOU'RE THE LAST MAN STANDING"

moment of gaming genius. And if it flattens any of your opponents along the way, that's an added bonus.

So it's extremely dark, with all the shiver factor of The Silent Hill Dental Surgery – but how does it handle? Remember how, in the first game, the controls quickly became second nature and you'd end up segregating one victim from the pack, jousting with missiles until they were nothing but scrap? Well, we're pleased to say that absolutely nothing's changed here. Give yourself 15 minutes of practice and you'll be cracking off handbrake turns and battering the D-pad in search of all those murderous hidden power-ups and weapons. It's a headlong scramble of metallic conflict that'll keep you at it until you're the last man standing. Although keeping your bodywork intact is no easy task.

SPARKLE HEARSE: Outlaw takes a spectacular pummelling giving an opportunity to see the gorgeous weapon effects.

BLEAK AND PROUD

The driver AI's superbly engineered and, at times, will amaze thanks to the survival instincts of the opposing CPU drivers. Focus an attack on one vehicle, for instance, and it'll retaliate with equally deadly force. Hurt it too much, however, and it'll turn tail and attempt to lure you into the path of others. There's a visceral buzz to be had when chasing a wounded victim through the vast levels, and finally going in for the kill rewards with a warped sense of achievement. If only the four-player Deathmatch could've contained the same level of tension and excitement but, sadly, everything falls a bit flat the moment the almost impenetrably dark screen's quartered.

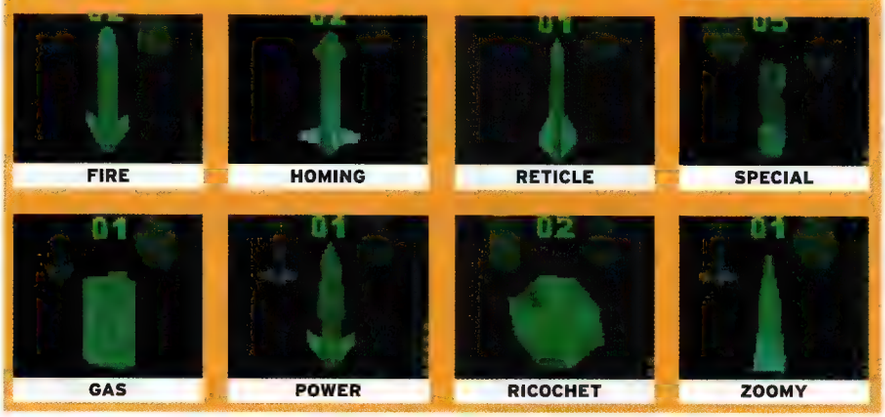
Still, at least *Twisted Metal: Black* manages to capture the balance between fast, mesmerising action and the thrill of discovery as more areas open up to those willing to explore. Tragically, the sheer bleakness of the visuals and the sub-standard multi-player ensures that the game isn't the car carnage killer we'd hoped for. And yet with the promise of an on-line add-on disc this could well be heading for something great when we get an overview of the package as a whole. **PSM2**

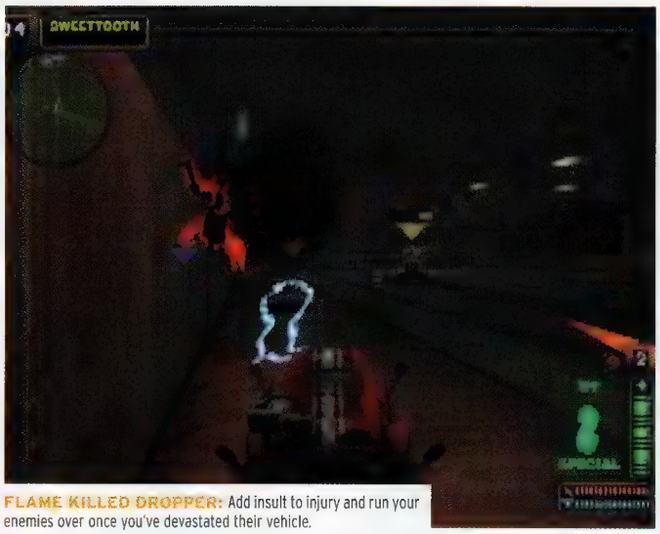
INSIGHT

Going under the catchy working title of *Twisted Metal On-line* the add-on disc for *TMB* should be available in America by the end of the year. Set to be one of the first titles to utilise Sony's Ethernet Adaptor, the add-on will allow you to battle up to three other drivers across the Net.

HALFORDS FROM HELL

There're nine weapons to pick up as your pelt around the arenas as well as attacks which utilise the environment around you and energy assaults accessed via combos on the D-pad.





FLAME KILLED DROPPER: Add insult to injury and run your enemies over once you've devastated their vehicle.

MEET CLEAVERS: Two-player co-op's the best blast to be had with the game's multi-player mode - four-up's no fun, really.

IMPACT POINT

Each car's special weapons are always on hand when you run out of homing missiles and gas cans to chuck around. Here, Brimstone lobs a suicide bomber onto the roof of YellowJacket. Once on board the zealot screams "Repent" and then detonates himself taking a chunk of the cab with him.

MAX'S CHOICE

1. **TWISTED METAL: BLACK** The only game for those who like their cars fully armed and your gameplay sick and slick.
2. **SMUGGLER'S RUN** Car lunacy sans weapons and yet still a satisfying driving experience.
3. **RUMBLE RACING** The knockabout end of the market, but even so it's a rattling good car scrapper.

PSM2 VERDICT

GAMEPLAY
+ Untouched and still as gripping as that of the original
- Constantly falling to your doom is never a satisfying way to go.

GRAPHICS
+ Chunky and robust with a boot full of quirky animations.
- Black. Blaaaack. Blaaaack. Blaaaack.

SOUND
+ Grunting engine noises and floor-thudding weapon effects.
- The constant drone of your vehicle can do your head in.

LIFESPAN
+ You'll have to go back to every level to find its secrets.
- The four-player isn't as engaging as we'd hoped.

OVERALL
Fast, frenetic and a real puller. Darkness be damned, we like the way *Twisted Metal: Black*'s addictively sick carnage plays.

80

SPEEDWELL

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly

COOLED UP: The film for *(A) Touch Sensitive* features some rather suggestive imagery.

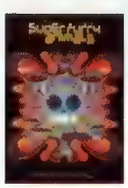
OUT UK now

RINGS AROUND THE WORLD

Super Furry Animals prove that there's more to 5:1 Surround Sound than thunderclaps, with an album you can actually see.

REVIEWER: Duncan Baizley

STARRING ..... Super Furry Animals
DIRECTORS ..... Including Pete Fowler, Darren Watkins, Sean Hillen, Fukme 99, Dogme collective, The Ministry of Truth
CERTIFICATE 15
PRICE £18.99



For a format as, well... *versatile* as DVD, there's been precious little effort by bands and record companies to make the evolutionary leap when it comes to releasing material. Apart from Underworld's admirable *Everything, Everything*, it's still generally seen as an easy way of fleecing fans with slapped together 15 minute DVD singles or a ropey selection of seen-it-all-before videos. The enhanced CD still rules, which, when you think about it, is absurd.

Thankfully, probably through a heavy fog of blue smoke, Super Furry Animals grasped the potential – 5:1 Surround Sound, masses of bonus material and visual interpretations that throw the album into the 21st century... and the third dimension.

The album's working title was *Text Messaging Is Destroying The Pub Quiz As We Know It* and throughout, both lyrically and visually, runs a theme that endless texting, faxing and phoning's surrounding the globe in a layer of impenetrable digital effluent. The disc opens with an extended sequence that shows a satellite zipping through space only to disintegrate on the rings of waste that shroud the planet. It's a fitting introduction, as from there it's straight into the mildly baffling, and psuedo sci-fi, interface.

The 13 album tracks have been handed over to directors who've created individual videos for each song, but the whole thing runs together effortlessly as a complete work. From the abstract collage beginnings of *Alternate Route To Vulcan Street* to the digitised field of icebergs that close the album on *Fragile Happiness*, a mix of live action, animation and absurdist situations illustrate SFA's lush orchestrations, spiralling harmonies and pin-point melodies.

JUXTAPOSITION FOR U

Artwork collaborator, Pete Fowler, who's recognisable graphics have, in the past, been realised as giant furry suits worn by the band on tour, contributes *Receptacle For The Respectable* – a mildly worrying showcase for his bizarre monster creations. Current single *Juxtapozed With U* features a truly bizarre tale of outsiders finding each other – a cardboard camera finds a cardboard clapperboard and they wander off scooping up like-minded souls until the whole thing ends in a surreal Busby Berkely moment.

Where *Rings Around the World* triumphs is in its pacing. It all could've so easily disappeared up its own squid beak, but through some intelligent programming it manages to balance ethereal illustration – *Sidewalk Surfer Girl* – with *Run! Christian, Run!*'s frightening thoughfulness.

Considering that the whole thing was constructed on a budget of what would be a tiny fraction of your average Madonna epic, this is a package that represents some serious value. As well as the studio album, each track gets a remix and there're bonus tracks and films.

Not only do you get a truly remarkable album, but you also get some of the most innovative film-making being created today. *Rings Around the World's* a ground-breaking release. **PSM2**

INSIGHT

- *Receptacle For the Respectable* features Paul McCartney laying down a barrage of beats by, er... crunching on a selection of fresh vegetables.
- If you fancy creating your own Pete Fowler monster, check out *www.fowlerism.net* which shows off the man's pipe-smoking weirdos a treat.
- SFA's *Mwng* album is the biggest-selling Welsh language album of all time, which prompted congratulations in the House of Commons.

HEADROOM'S CHOICE

1 **RINGS AROUND THE WORLD**
Beautiful to watch *and* to listen to.

2 **EVERYTHING, EVERYTHING**
An impressive live disc with a stack of extras.

2 **THE R.E.M. COLLECTION**
Boxset of their previous DVDs and *Tourfilm*. Not good if you hate R.E.M.

PSM2 VERDICT

EXTRAS
Remixes of all 13 tracks by Atmos, Massimo, Brave Captain, High Llamas, Lesser, Kid 606, Goem, Wauvenfold, Llwybr Llaethog, Phat Eric, Bench, Pieweigher and Force Unknown ▣ Band photo album ▣ Web links ▣ Previously unreleased audio and video material ▣ Recorded in 5:1 Surround Sound ▣ Five bonus tracks, making a total of 34 in all

OVERALL
An incredible collection of music, but with some innovative film-making and a mass of extras, this is how all albums should be made.

92

SUPERB

Kobal Collection/River Road Prods

OUT UK NOW

SEXY BEAST

Blimey, a decent British gangster flick that doesn't make you want to kill.

REVIEWER: Duncan Baizley

STARRING ..... Ray Winstone, Ben Kingsley, Amanda Redman, Ian McShane
DIRECTOR ..... Johnathan Glazer
CERTIFICATE 18
PRICE £19.99

British cinema probably needs another gangster film like it needs an execution-style bullet in the head. Despite the brave efforts of films like the watchable *Gangster No.1*, Guy Ritchie's pretty much shat the bed for everyone else. So when you hear 'gangster' and 'Ray Winstone' in the same sentence you'd be forgiven for buggering off down the boozer and never watching a British made film ever again.

To date, Jonathan Glazer's most notable contribution to British culture's been the award-winning horses and surfers ad for Guinness. But cutting your teeth in advertising's never been a crippling millstone for directors – just ask Ridley and Tony Scott. What it gives him is an eye for detail and a technique that appears to effortlessly create startling, stylish and almost iconic cinema.

Ray Winstone gets a rare opportunity to redeem himself by playing a wrong 'un with more than an aptitude for thieving to flesh out his character. After retiring from criminal life to enjoy an idyllic life in Spain, Gal (Winstone) and his wife DeeDee (Amanda Redman), spend their days leathering themselves in the sun and lounging around the pool with ex-lag Aitch and his missus, Jackie. Everything seems rosy until a phone call from London trips a series of events that threaten their happiness, and possibly their lives.

NO SPAIN, NO GAIN

Cue Ben Kingsley as scenery-biting madman Don Logan – a first-rate psychopath who's hell-bent on bringing Gal back to blighty for one last caper. Don won't take no for an answer and after revealing a hidden agenda things swiftly spiral out of control.

Sexy Beast benefits from both Louis Mellis' theatrical script and Glazer's ability to marry strong characters to some classy cinematography. Yeah, we get heart-shaped smoke rings and manky rabbits with Uzis, but we also get the likeable Gal and DeeDee's touching relationship and a narrative that's never sacrificed for visual excesses.

It's a crime caper, that's a love story, that could be a modern, urbane musing on the dangers of the past. But however you watch it, it still crunches along at an enjoyable rate – from the drunken antics of liberated ex-pats to the brutal climax. Kingsley's almost surreal as a psycho – slashing on the bathroom carpet, not pulling the flush and generally attempting to take the award for most swearing in a film... ever.

Winstone and Redman are excellent, and while *Sexy Beast* occasionally attempts to be overly-poetic at times you can't help but warm to a very human approach to a well-worn genre. Beautifully shot and taughtly managed, this is a startlingly impressive directorial debut. **PSM2**

INSIGHT

- Everyone's favourite mulleted antiques rogue, Lovejoy, turns up. Only this time it's Ian McShane doing an impressive turn as crime kingpin Teddy Bass.
- Cavan Kendall, who plays Aitch, never saw the film released. He died in October, 1999.
- Ray Winstone made his debut in a 1975 episode of The Sweeney... as '2nd youth'.

BEAST OF SHOW: A classy look carries a strong narrative, without being clichéd.

JAILBIRD'S CHOICE

1 **SEXY BEAST**
Stylish thriller with some outstanding characters. Oh, and Ben Kingsley.

2 **GANGSTER NO.1**
Blood and treachery. Oh, and Malcolm McDowell.

3 **SNATCH**
Mockney crims. Oh, and Brad Pitt.

PSM2 VERDICT

EXTRAS
Theatrical trailers · Deleted scene – which is basically an alternative edit of the bizarre 'mad bunny' dream sequence · Poster gallery · Making of... featurette · Cast interviews · On location feature · Cast and crew biogs

OVERALL
A refreshing retelling of an old story made all the more enjoyable by Winstones' performance. Smart-looking and effortlessly engaging.

86
GORGEOUS

Kobal Collection/Wall, Nick/Channel 4/Kanzaman

BATTLEFIELD EARTH

OUT UK NOW

STARRING ..... John Travolta, Barry Pepper, Forest Whitaker, Kim Coates
DIRECTOR ..... Roger Christian
CERTIFICATE 12
PRICE £19.99

After the kind of critical kicking that would leave other, less vain, films with a bottle of Wild Turkey in one hand and a bucket full of barbiturates in the other, *Battlefield Earth*'s been subtitled *Take Back The Planet* and has undergone a hasty re-edit for this DVD release. Is it still terrible? Oh yes. Travolta plays alien psycho Trel with the kind of ludicrous performance that should've had him flung face-first from the Scientologists, the effects look like a $25 million botched job and even Forest Whitaker makes an utter arse of himself. Believe us, this isn't even worth watching for a laugh. **PSM2** **08**

THERE'S ONLY ONE JIMMY GRIMBLE

OUT UK NOW

STARRING ..... Lewis McKenzie, Gina McKee, Ray Winstone, Robert Carlyle
DIRECTOR ..... John Hay
CERTIFICATE 12
PRICE £19.99

Relying heavily on Tiger comic's classic Billy's Boots strip, this likeable tale has Jimmy Grimble – an impressive Lewis McKenzie – struggling through adolescence with the unenviable problem of being the only Man City fan in a school full of United supporters. Desperate to reunite his mum (Gina McKee) with ex-boyfriend (Ray Winstone), Jimmy gets a much-needed break when he's given a pair of magic football boots by an old lady. Of course, he plays like a star, gives washed-up coach Robert Carlyle a reason to live and learns all about himself in the process. Charming, but sentimental. **PSM2** **77**

Kobal Collection/Vinet/Morgan Creek ■Pathé/Arts Council/Canal+

ALSO RELEASED

COYOTE UGLY
Released Out now **Cert** 12 **Price** £19.99
Baffling attempt to revisit *Flashdance* in this story of a female singer/songwriter who fails to get noticed in New York and resorts to topless bar dancing. Poor. **PSM2** **41**

RING 2
Released Out now **Cert** 15 **Price** £19.99
The killer video's back as Hitomi Sato attempts to discover the film's secret and save her own skin. Not as chilling a the first film, but still scary stuff. **PSM2** **74**

RAISING ARIZONA
Released Out now **Cert** 15 **Price** £15.99
The Coen Brothers direct Nicholas Cage and Holly Hunter as the robber/rozzer couple who steal a quintuplet and go on the run. One of their finest moments. **PSM2** **89**

TRAFFIC
Released Out now **Cert** 18 **Price** £19.99
An epic docu-style tale of both sides of the drug war in the States. A superb cast manage the sprawling narrative with style. **PSM2** **92**

ELVIS: THAT'S THE WAY IT IS
Released Out now **Cert** U **Price** £15.99
The King's 1970 Las Vegas tour. Including live footage and Elvis at play, this is probably the best way to enjoy a legend before he expired on his throne. **PSM2** **83**

JACOB'S LADDER: DIRECTOR'S CHAIR
Released Out now **Cert** 18 **Price** £19.99
A new edition of this nightmarish Vietnam horror show. Tim Robbin's the 'Nam vet living in an horrific reality. Dark, unrelenting and officially ace. **PSM2** **85**

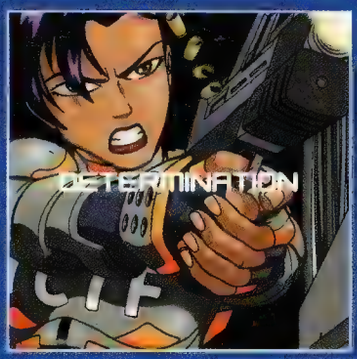
COMING SOON

ONE NIGHT AT McCOOLS
September 10
£19.99

HITCHCOCK BOXSET 2
September 24
£TBC

MISS CONGENIALITY
September 24
£TBC

ISSUE TEN'S
DEMO DVD FEATURES
PLAYABLE DEMOS OF LE MANS
24 HOURS, GAUNTLET AND
STAR WARS: SUPER BOMBAD RACING,
PLUS A MASSIVE MAKING OF
GRAN TURISMO 3 FEATURE!



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OFFICIAL MAGAZINE-UK

THE ONLY MAGAZINE WITH A PLAYABLE DVD EVERY ISSUE, PLUS THE LATEST NEWS AND REVIEWS.

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Issue ten on sale now.

PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

ONIMUSHA

On the strength of the NTSC version we reviewed in PSM2#08 we're not surprised it's blasted straight to the top spot. What has surprised us is the cummerbund-style border that the action sits on. Capcom – we're not impressed.

NBA STREET

Sadly, not the new *SSX* we'd all been gagging for. Stylish, well put together and often entertaining, *Street* lacks the something-for-everyone thrills that its compatriot produced in spades. Basketball's yet to gain racing's mainstream appeal.

MTV MUSIC GENERATOR 2

A hefty drop for the next-gen update of a bangin' class act. Can't people be bothered? Have Hear'Say drained the last resistance from our youth? We're appalled. We expected a PSM2 reader on TOTP by Friday.

KA (MOSQUITO)

Horrible things, mosquitoes. Now Sony have decided that we ought to see it from their point of view with their mosquito simulator. Buzz around a typical family home, gorging yourself on ma, pa and a stroppy teenage daughter.

CHARTS FOR MONTH ENDING 19TH JULY

PS2 TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Onimusha: Warlords	Capcom	Capcom
2	NEW ENTRY!			Red Faction	THQ	Volition
3	NEW ENTRY!			The Bouncer	Sony	Square
4	NEW ENTRY!			Escape From Monkey Island	Activision	LucasArts
5	2	2	2	Formula One 2001	Sony	Studio Liverpool
6	NEW ENTRY!			NBA Street	EA	EA Canada
7	3	2	3	Crazy Taxi	Acclaim	Acclaim/Sega
8	NEW ENTRY!			Rugby	EA	EA
9	1	2	1	Extermination	Sony	Deep Space
10	8	8	2	SSX	EA	EA Canada
11	19	9	5	Ridge Racer 5	Sony	Namco
12	NEW ENTRY			UEFA Challenge	Infogrames	Sheffield House
13	12	9	2	FIFA 2001	EA	EA
14	NEW ENTRY!			Le Mans 24 Hours	Infogrames	Melbourne House
15	13	9	1	Tekken Tag Tournament	Sony	Namco
16	15	3	2	Tiger Woods PGA 2001	EA	EA
17	16	4	1	Star Wars: Starfighter	Activision	Lucas Arts
18	11	5	1	Ready 2 Rumble: Round 2	Midway	Midway
19	14	9	7	ISS	Sony	KCEJ
20	7	2	7	MTV Music Generator 2	Codemasters	Jester Interactive

JAPANESE TOP 5

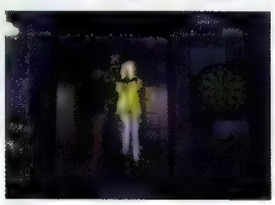
1	NEW ENTRY!			Shadow Hearts	Sacnoth	Aruze
2	1	2	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
3	NEW ENTRY!			Ka (Mosquito)	Sony	SCEJ
4	NEW ENTRY!			Armored Soldiers: J-Phoenix	Takara	Takara
5	NEW ENTRY!			Alchemy 3: Atelier Lilli	Gust	Gust

US TOP 5

1	NEW ENTRY!			Red Faction	THQ	Volition
2	NEW ENTRY!			Crazy Taxi	Acclaim	Acclaim/Sega
3	NEW ENTRY!			Dark Cloud	Sony	Level Five
4	NEW ENTRY!			ATV Off Road Fury	Sony	Rainbow Studios
5	5	9	1	Madden NFL 2001	EA	EA

RED FACTION

PS2's first quality shooter looses out to the big-hitting samurai. A quality storyline, solid visuals and that innovative Geo-Mod system proves that it's bigger than its sometimes quirky gameplay might suggest.



THE BOUNCER

Despite our dire warnings, Square's *The Bouncer* turns up where it's not wanted and spoils it for everyone else. We've had stacks of mail thanking us for saving you £40, but still some of you insist on ignoring us. Typical.

RUGBY

A sterling showing from a competent sim. EA have translated the muddy shorts and violent rucking into a version of the game that's pleased rugby types and the more timid sports fans alike. Will they update for 2002?

ATV OFFROAD FURY

Extreme, dude... etc. Another great example of the kind of thing that pulls chains in the States, but completely fails to ignite over here. Quad bikes? Nah, we'd rather have another go on *Rugby*, ta.

NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS · UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 **72**
An inventive, action-lead game that'll delight fans of Hong Kong cinema and satisfy slash-em-up fiends

CODE: VERONICA COMPLETE
Publisher> Capcom
Version> NTSC **Issue**> #09 **80**
Resident Evil Code: Veronica X, as it'll be known in the UK, will also carry the bonus Devil May Cry demo that made the Japanese version so tempting. Scary stuff.

EXTERMINATION
Publisher> Sony
Version> NTSC **Issue**> #09 **78**
Despite a shallow, unoriginal story and fairly brief life expectancy, this still boasts a skilful blend of action, gunplay and blind panic

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 **76**
A game that attempts to bring humour to videogames. Some inventive ideas ultimately let down by basic design flaws.

ONI
Publisher> Take 2
Version> PAL **Issue**> #06 **62**
Some of the best hi-tech combat around gets hopelessly lost in dull environments, expansive warehouses and more crates than anyone could possibly need. Lifeless

ONIMUSHA
Publisher> Capcom
Version> NTSC **Issue**> #06 **80**
BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. The fusion of story and electric swordplay could make the UK PAL version essential.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 **68**
Not *MGS2*, but still a compelling title with enough plot twists to keep the one-more-go factor at a premium.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 **24**
A stinker. Bad level design and woefully inadequate visuals are only the start of *Warriors'* many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 **59**
Despite the occasional moment, this is very average. Uninspiring graphics and poor puzzles don't help, either.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 **82**
No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Load it up and get the kettle on

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast-paced action with excellent game structure. Slightly hampered by some shocking fogging at times.

ARCADE

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 **80**
Undeniably an incredibly addictive arcade hoot, but, like all coin-op conversions, the fun is definitely short-term.

GAUNTLET
Publisher> Midway
Version> NTSC **Issue**> #10 **32**
As always, it's best to get your friends round to hack the most from the new PS2 Gauntlet, but you'll all suffer together. Miserable, rather than fun.

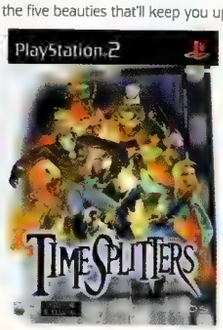
GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #0 **29**
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Strictly old-skool

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 **51**
It's got some impressive scene-setting cut-scenes, but this is purely a firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

01 > SSX
If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.



02 > TIMESPLITTERS
The second reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Still the reigning FPS multi-player. Ace.

03 > RED FACTION
The immersive storyline probably does more for us than the limited Geo-mod feature, but this is still a gripping FPS. It's hard, mind.

04 > GT3
Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream

05 > MTV MUSIC GENERATOR 2
Cubase on your PS2. Well, nearly. Infinite possibilities even for the tone-deaf amongst us

HEAD 2 HEAD

ACTION-ADVENTURE

RESIDENT EVIL CODE: VERONICA X

Publisher Capcom
Version PAL
Issue #13

PSM2 VERDICT 80

PRESENTATION:
It's dark, occasionally coloured with a spurt of arterial spray or an exploding petrol tank. It's all in the atmosphere – as you'd expect from a *Resi* title – but well rendered backgrounds can't hide some ropey detailing forever.

GAMEPLAY:
Puzzles are kept within the constraints of the plot, so you're never cursing the ridiculousness of a seemingly illogical problem. Blowing the heads of zombies is fun as it ever was, but Capcom still refuse to re-adjust the often infuriating control system that's plagued every title in the series. Which is a shame, because after running into the umpteenth door you're quite tempted to turn that AK-47 on the developers.

MULTI-PLAYER:
If you count your mate shrieking 'use the *Magnuuum*'

LIFESPAN:
As with *Resi 3*, there's enough bonus material to have you playing back through the main story a couple of times. After an initial run through, it's well worth taking your time to pick up the entertaining First-person battle modes.

ONIMUSHA: WARLORDS

Publisher Capcom
Version PAL
Issue #08

PSM2 VERDICT 80

PRESENTATION:
The award-winning CGI intro is simply stunning and the in-game animations are polygon-heavy lessons in characterisation. The static backgrounds offer limited interaction, but those PAL *borders*. Euchhhh...

GAMEPLAY:
Run! Slash! Kill! Puzzle! Hang on – *puzzle?* There's everything here, and while the components might not be overly sophisticated – combat moves are limited and the puzzles vary in difficulty – they fit together beautifully. There's enough depth to attract the hardcore and it's playable enough to entice the casual. Massacring the undead is rewarded by some satisfying soul-hoovering. The plot's strong enough, as well.

MULTI-PLAYER:
That'll be a no, then.

LIFESPAN:
After getting used to the combat system, there's little to stop you charging through the levels leaving piles of regretful corpses in your wake. A couple of the puzzles will have you chewing your thumbs as will the search for the Bishamon sword and all of the bonus flourites.

SCARY MONSTER

The old guard goes up against the snotty-nosed new boy in a very tight head-to-head. *Code: Veronica*'s essentially a Dreamcast port with ten minutes of new material bolted on – none of which is playable. But if you're a *Resi* fan, then there'll be little we can say to persuade you that *Onimusha*'s the way to go. Which it is. Its setting, combat system and plot give it a refreshing dynamic from that of the Raccoon City soap opera, and it's always a pleasure to cleave the denizens of the Underworld in half instead of simply shooting their faces off.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 **79**
The beat-em-up equivalent of Mission: Impossible 2 – not much depth, but lots of explosions, acrobatics and fun.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> #11 **66**
A passable evening's rented entertainment, or a last resort for a dull weekend. Just don't blow 40 quid on this.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
BEST BEAT-EM-UP Instantly beguiling with free-flowing action. But comic book bosoms are no substitute for solid two-player scraps.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
A few tweaks to the controls and this could have been something a bit special, instead of being simply uninspiring and very brown.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of an elderly series, but a superior tagging system keeps it in the running.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
Like it or not, *Tekken* remains the genre-defining master of all things violent

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> #10 **50**
Does its thing reasonably well on most counts, except the groove. Tiny Disney fans will enjoy it, however briefly.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
There's a nod to quality in the depth of options and courses but, ultimately, it's an essentially dull SUV racer.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
Certain to please Offroad purists, but it's a pity SCEA couldn't have compromised on the realism.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> #12 **65**
Simple to learn but relentless in action, poor presentation BEST RACING TITLE and slightly dodgy graphics let down an otherwise entertaining racer.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A definitive purchase for F1 die-hards, and a rewarding challenge for any console race fan willing to rise to it.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
If you want an involved four-wheeled racer, this is fine – just don't expect too much of it.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal city street-racer. Some nice touches of detail sadly compromised by reality-check graphics.

GRAN TURISMO 3
Publisher> Sony
Version> NTSC **Issue**> #10 **93**
GT3 is a near-perfect game – which astounds and challenges in equal measure, despite the overly-familiar gameplay. A virtual work of art.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> #12 **73**
Strictly for the dedicated and wealthy. *Le Mans* is good fun, but just can't compete with the all-conquering *GT3* in an already crowded field.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
Motorbike racing experience with convincing handling and gorgeous details. But it's more demanding than most. Still, if you like your bikes this is beautiful.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> #10 **76**
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> #11 **45**
There's little doubt that merely being sweet in the world of videogaming gets you nowhere. A seriously flawed karter.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> #11 **63**
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

FIRST-PERSON SHOOTER

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
The cream of first-person shooters converts flawlessly to PS2, bridging the gap where Unreal ends and TimeSplitters begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> #11 **88**
BEST FPS TITLE A brave attempt at innovation ends in an entertaining action adventure, though the sticking points prevent this from becoming a classic.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Still an extremely enjoyable blast. Great multi-player and some incredibly hard challenges make this a must-buy. There's the bonus of a Level Editor, but don't expect too much from the Story mode.

MORE REVIEWS OVER THE PAGE...

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL **Issue>** #07 82
Excellent single-player mode. It's just a shame that it fails so badly in multi-player.

FLIGHT SIM

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue>** #08 79
A rarity on PS2 – a game almost entirely free of action. Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue>** #06 54
Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue>** #06 70
One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue>** #10 74
Lush battles, loads of strategy – like chess but with huge robots. If you're excited by the idea of turn-based scraps then you'll adore this.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue>** #08 46
A derivative title that packs enough tactical thought to amuse, but it's still very average.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue>** #07 84
BEST MECH TITLE Possibly too shallow for strategy fanatics. The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue>** #05 35
A case of a lame game launching on the back of a successful film. Very poor.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue>** #06 29
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull... even for kids.

GIFT
Publisher> Acclaim
Version> PAL **Issue>** #12 51
A missed opportunity. They said they wanted to kick moribund platformers up the arse and then settled for mediocre. Yawn.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue>** #10 73
Visually beautiful with well machined gameplay, but it's essentially a 2D platformer that doesn't break the mould.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue>** #05 68
The characters are for kids, the gameplay's for adults. Rayman is only almost great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue>** #04 71
A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue>** #01 85
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with the mighty *Tetris*. The two-player modes *very* competitive.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue>** #10 78
Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue>** #04 78
Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

RPG

DARK CLOUD
Publisher> Sony
Version> NTSC **Issue>** #11 81
BEST RPG Derivative in places, but still manages to mould the tired RPG genre into something refreshing, engaging and – above all – fun. Endearing.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue>** #12 80
Ephemeral Fantasia runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue>** #02 35
An uninspired RPG that will remain awkward until the lack of speed and its other shortcomings are addressed.

ORPHEN
Publisher> Activision
Version> PAL **Issue>** #04 56
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that annoys.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue>** #06 80
It might take a bit of getting used to – but it's certainly different. Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue>** #06 70
A game with massive aspirations, unfortunately let down in places by shoddy graphics and a camera that'll drive you, at some points, to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue>** #11 47
A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue>** #11 18
A shambling title mired in repetitive gameplay and flawed dynamics. Utterly lamentable.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue>** #09 40
A flawed rehash of established concepts, with novelty appeal for Army Men fans. Tighter execution could've saved it.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue>** #10 86
BEST SHOOT-EM-UP Rammed with stuff to do, humour and significant extras that you won't find on other formats.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue>** #03 77
Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue>** #09 85
Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. It's one major weakness is that it's a bit repetitive.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue>** #06 69
It's basic and linear and so very American, but get into it

HEAD 2 HEAD

HOCKEY

NHL 2001

Publisher EA
Version PAL
Issue #04

PSM2 VERDICT 70

PRESENTATION:
EA's reputation for buffing the helmets of American sportsmen suffers no harm at all from this next-gen update. The player animations are spot-on but the overall look's compromised by some ugly clipping.

GAMEPLAY:
Moves are simple enough to pull off within minutes of picking up the pad. You'll be producing dump passes and back flicks before you can say 'Jere Lehitnen', but the main problem's scoring, which seems to be more about a player's stats than skill.

MULTI-PLAYER:
This is where a MultiTap 2 comes in. Slap in four pads, rename your team with your mates' names and away you go. It's fast-paced and always satisfying to slam someone who owes you a fiver into the Plexiglas.

LIFESPAN:
The unforgiving nature of the one-player game – the best players always score and you never seem to – gets on your nerves very quickly. In multi-player it's a different matter, and reminds us of the bloody battles fought on the Mega Drive version years ago.

ESPN NATIONAL HOCKEY NIGHT

Publisher Konami
Version PAL
Issue #09

PSM2 VERDICT 68

PRESENTATION:
Anything EA can do Konami – with the help of ESPN's sports TV nous – can do equally as well. Whizzy camera angles, shiny ice and some well detailed character models make for an equally attractive game.

GAMEPLAY:
The emphasis here is on the realistic skating physics, which, while being tricky at first, soon have you instinctively controlling your armoured corps like a genuine puck-slapping professional unit. The downside is that, again, there's an over reliance on player stats.

MULTI-PLAYER:
Oddly, the multi-player isn't as satisfying as EA's all-in contest. Being not as easy to pick up and play, four non-CPU players tend to spend a fair part of the game barrelling into each other. Which can get annoying.

LIFESPAN:
Bulging with options and modes, the one-player will have you mastering the complex roster system to fine tune your team. The disappointment of the multi player goes against it, though, because the shallow nature of ice hockey soon becomes dull.

ICE, ICE BABY

On the surface – and it's a glistening one at that – there's little to pull these two admirable games apart. Both are a treat to look at in their own way, and both offer what fans of the sport will be looking for. As they both share the same problem of player stats being preferred over gameplayer skill, the only real difference is the pick-up-and-play accessibility of EA's version. Konami might have gone for simulation, but EA know that stimulation wins every time. If you're an obsessive for detail, then ESPN might scrape it. For everyone else, it's easily EA.

and it's surprisingly fun. The multi-player modes a surprising triumph

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue>** #11 **29**
Halliwell-thin and totally inadequate gameplay. How can a game with this many explosions be so dull?

SIM

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue>** #05 **68**
Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue>** #10 **72**
A quality two-player game of hardball, but best of British trying to find someone to play against.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue>** #06 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue>** #04 **63**
Dazzling to look at, but a jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue>** #09 **68**
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue>** #04 **70**
The unforgiving learning curve may put the curious off. Go for SSX for maximum thrills...

FIFA 2001
Publisher> EA
Version> PAL **Issue>** #04 **79**
A beautifully designed footy game that's yet to have the maddening niggles of the FIFA series kicked out of it.

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue>** #12 **07**
An ugly, unplayable excuse for a game that's been shamelessly repackaged and aimed at young fans. Eon should be ashamed.

ISS
Publisher> Konami
Version> PAL **Issue>** #02 **81**
Not the best football game ever, but settles for great playability and the odd touch of class.

SHELF LIFE: THE FIVE NTSC GAMES YOU SHOULD OWN

Whether you're desperate to play the big games months before everyone else or simply sweating money, PSM2 gives you the definitive reviews of the best games available on import. If you own an NTSC machine, you'll want to make shelf life your first NTSC stop.

01 > WINNING ELEVEN 5
The *ISS Pro Evo* game that PS2's been screaming at the ref for. Unrivaled gameplay and dazzling visuals make this essential.

02 > ONIMUSHA
Capcom doing what they do best – visceral thrills, and solid storytelling. For those who want to avoid the PAL version's borders.

03 > FINAL FANTASY 10
Can't wait until next year? Well, not surprising really. *FF10* looks sublime and plays better than any *Final Fantasy* title to date.

04 > TWISTED METAL: BLACK
Warped US gothic motor mayhem that promises something darkly playable. Check our review on pg66.

05 > PIPOSARU 2001
Or *Ape Escape 2001*, if it makes things any easier. A corking platformer on PSone now going, ahem... bananas on PS2.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue>** #04 **86**
BEST SPORTS SIM A superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue>** #06 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #06 **70**
As fun as the NBA Jam series ever was – but is it worth shelling out 30 quid for a ageing arcade game?

NBA STREET
Publisher> EA
Version> PAL **Issue>** #11 **74**
A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2001
Publisher> EA
Version> PAL **Issue>** #04 **70**
EA'd classic ice hockey sim looks the business, has a pile of options and extras, but it's character stat-heavy rather than letting you feel like it's your talent winning game.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue>** #07 **79**
Beautifully captured, but incredible character models are compromised by some nasty graphical glitches that dilutes the reality.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue>** #05 **45**
Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Poor.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue>** #04 **82**
BEST BOXING TITLE Anything that looks this good and makes you laugh demands attention.

RUGBY
Publisher> EA
Version> PAL **Issue>** #10 **80**
Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue>** #06 **29**
Something that might make a diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue>** #03 **95**
BEST SNOWBOARDING GAME *SSX* does for PS2 what *WipEout* did for PSone – it's fast, groovy and very playable. We're still trying to crack the massive scores in Pipedream, even after all this time.

SURFING H30
Publisher> Take 2
Version> PAL **Issue>** #05 **32**
An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue>** #05 **70**
Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue>** #08 **72**
It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue>** #12 **56**
It just doesn't feel like football – the occasional neat touch gets strangled by stilted animation and bizarre ball movement. Shame.

WINNING ELEVEN 5
Publisher> Konami
Version> NTSC **Issue>** #09 **91**
BEST FOOTBALL TITLE All we wanted was a version of PSone's *ISS Pro 2* – and we've got it. The best football game ever.

STRATEGY

KESSEN
Publisher> EA
Version> NTSC **Issue>** #05 **74**
Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

UTILITY

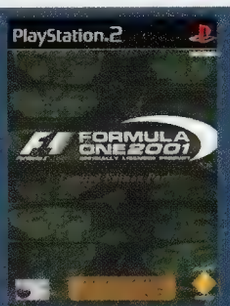
MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue>** #10 **90**
A Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2.

ABSOLUTE PS2 IS FAT WITH GAMES AND UPDATED EVERY ISSUE. IT'S PSM2'S DEFINITIVE OPINION ON WHICH DIRECTION YOU SHOULD THROW YOUR CASH IN.

BUNCH O' FIVES: DRIVING

Fancy some breakneck motor thrills? Head throbbing with indecision? Let PSM2 take the wheel for you.

01 > GRAN TURISMO 3
After an epic tale of rumour, name changing and slipping, Kazunori Yamauchi's team have delivered arguably the best racer ever seen on a console. Actually, no, there's no argument. This is the finest console racing game buy this today.



02 > FORMULA ONE 2001
Controversial, to say the least. The much-vaunted save feature failed to materialise, but this is still the definitive F1 title for speed freaks and any game player looking for a serious challenge. The bonus DVD of the 2000 seasons ace.

03 > MOTO GP
As good as it gets on two wheels. If you prefer the idea of losing a kneecap when squeezing around Suzuka, this is the business. Well realised with impressive handling dynamics. Namco offer an impressive, and tough, ride.

04 > RUMBLE RACING
Frighteningly fast, mad-as-a-badger weaponry and the best in knockabout racing on PS2. The Stunt mode may be superfluous and the longevity questionable, but there's no denying that Rumble's the best of its kind.

05 > SMUGGLER'S RUN
It's a bit of an old man now but that still doesn't stop this sprawling drive being technically jaw-dropping and a hell of a lot of fun to play. The single-player doesn't have the long-term appeal of the enjoyable multi-player mode, mind.

Gran Turismo™3 ©2001 Sony Computer Entertainment Inc. All manufacturers, cars, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Published by Sony Computer Entertainment Europe. Developed by Polyphony Digital Inc.

We'd like to acknowledge that the graphics in GT3 are nowhere near the standard of this photograph. They're far better.
PlayStation2 GT3 racing pack now available. www.uk.scee.com/gt3
GRAN TURISMO 3
THE REAL DRIVING SIMULATOR

150 cars, all with faithful styling, handling, and sound effects!
The most realistic racing game ever! Unbelievable graphics!
No exaggeration.

PlayStation.2
THE THIRD PLACE

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロ/ヒント

ALONE OR WITH FRIENDS, IT'S TIME TO PLUMB THE DEPTHS OF GAMING OBSESSION WITH PSM2'S EXPERTS.

JOEL

Remember that bit in Remo: Unarmed and Dangerous where he drums his fingers on a board until he can punch his hands through wood? Wimp. After all the hours Marcus' put in squeezing the buttons of a gently throbbing DualShock 2, he can push nails through teak with nothing more than his calloused thumbs. He sleeps only three hours a night and dreams of *GT3*'s chicanes. It was worth it, though – flick to pg86.

Meanwhile, Dan's put everything on hold – including redecorating his Dunlop Green Flash with pasta shapes and glitter – to finally finish off his *Red Faction* extravaganza with a flourish, giving you the lowdown on multi-player mastery. After resorting to every trick he knows – extensive solo play, weapon hoarding and filthy-mouthed abuse being the most common – he's the unstoppable master of 'modifying' everything from brick walls to your face.

For those who like their games more cerebral, we've cunningly provided a guide to the trickiest bits of *Onimusha* and *Extermination*.

Elsewhere this issue, Mr T does his own version of Tae-Bo on a heavily-armed aircraft carrier, the Anthill Mob tool up, and an old lady advises you on the finer points of escaping from a simian island. **PSM2**

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

TENDER IS THE FLIGHT: The gameplay will drive you mad - so we've tried to make it bareable.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Run into an implacable games-iceberg? Jump in one of PSM2's tip-lifeboats and sail into the sunset.

WDL: WARJETZ

Warjetz – huh – what is it good for? Absolutely nothing. Still, at least you can minimise the agony by cheating like Mel Gibson in Air America. Enter these on the Codes screen.

All cheats and levels unlocked – **SPRLZY**
All cheats unlocked – **TWLVCHTS**
Level select – **JMPTT**
Invincibility – **DNGDM**
Super armour – **MRRMR**
Faster jets – **ZPPY**
Big guns – **HMMR**
Huge guns – **QD**
Rapid fire – **FRHS**
Speed shots – **NSTNT**
Dual fire – **NDBMBS**
Spin shots – **DZZY**
Shields when rolling – **SCRW**
Top gun mode – **DH**
Overlords mode – **VRLRDS**
Valhalla mode – **WNRLFST**
Ghost mode – **SNKY**
Weapon level-up at 3 – **PYRS**
Switch planes – **NDCSN**
Instant win – **SMSHNG**
Show boxes – **BXDRW**
Show waypoints – **WYPNT**
All FMV sequences – **GRTD**

TWISTED METAL: BLACK

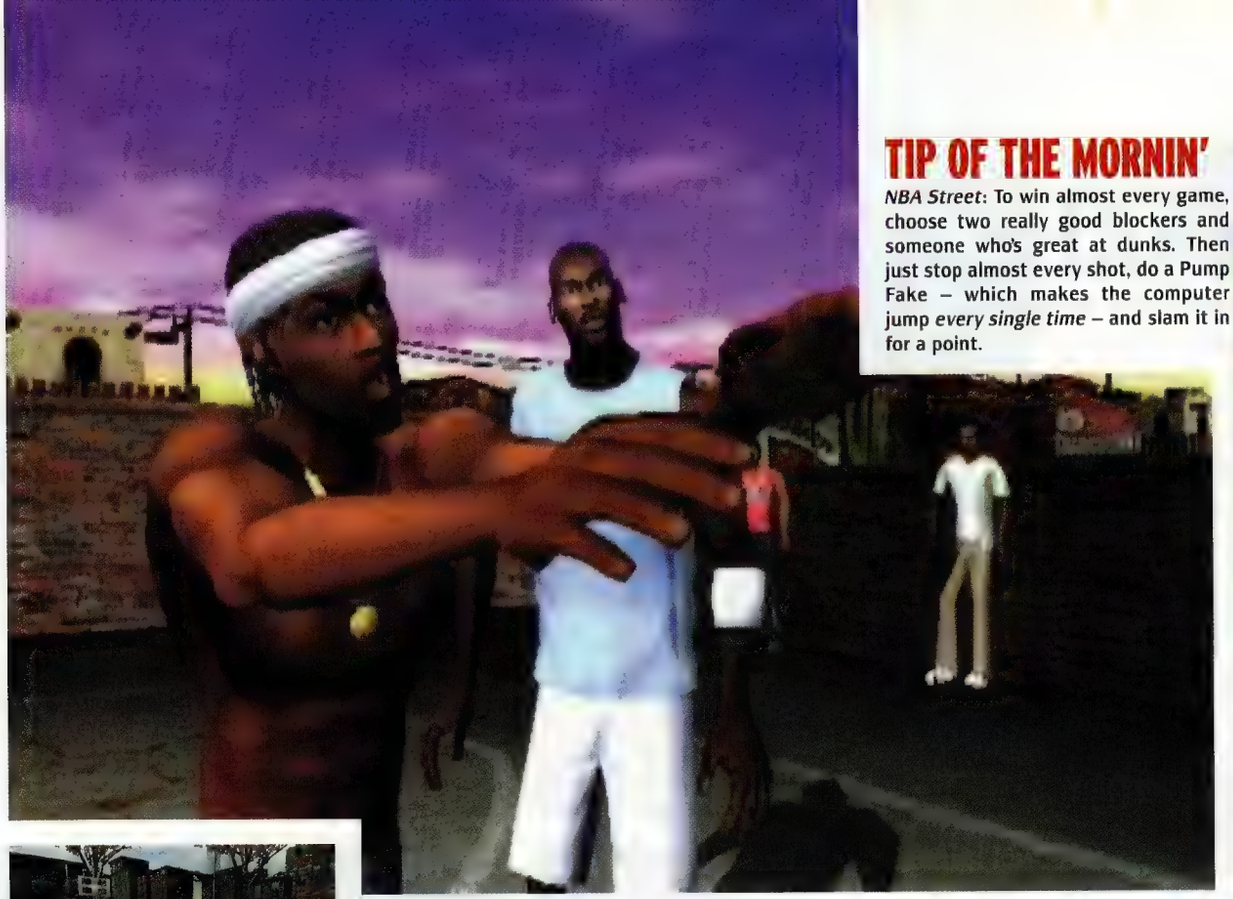
It's only out in the States at the moment, but here's a quick guide to those devious combo attacks.

SPECIAL ATTACKS

Jump: Press L1 + R1
Freeze attack: Press ↑↓↑
Land mine: Press →←↓
Charged land mine: Press ←→ then hold ↓
Invisibility: Press ←(2), ↓(2).

TIP OF THE MORNIN'

***NBA Street*: To win almost every game, choose two really good blockers and someone who's great at dunks. Then just stop almost every shot, do a Pump Fake – which makes the computer jump *every single time* – and slam it in for a point.**



THE BOUNCER: To effortlessly ghost past the opposition, make good use of the range of fakes available.

Shield: Press →(2), ↓(2).
Rear fire: Press ←→↓+Fire Weapon.

NBA STREET

Test your balling skills with EA Big's latest extreme fun-a-thon.

Street Legends team
Win the City Circuit to unlock the Street Legends team of Biggs, Bonafide, Drake, DJ, Takashi, Stretch, and Michael Jordan.

Team Dream
Win Hold The Court mode to unlock a team that includes Graylien Alien, Magma Man, and Yeti Snowman.

SSX Snowboarders team
Reach the required amount of points in Miami in Hold The Court mode.

And here's a list of those special tricks and fakes.
L2 + R2 + ○ Backtrack
R1 + R2 + L2 + ○ Breaking You Off
L1 + R2 + ○ Change Up
L1 + L2 + R1 + ○ Cyclone
L1 + L2 + R1 + ○ Double Cross
L2 + R1 + ○ Downshift
L1 + R1 + ○ Off the Chain
L2 + R1 + R2 + ○ Slip 'n' Slide
L1 + L2 + ○ Streetwise

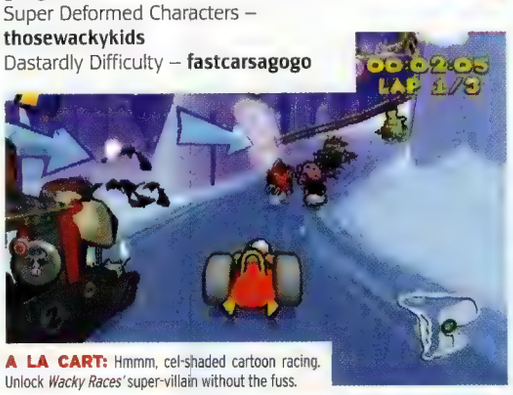
And the dunks...
R1 + R2 + L1 + △ Around The World
L2 + R2 + △ Backbreaker
L1 + L2 + R1 + R2 + △ (when heading straight towards the hoop) Dinner Is Served
L1 + L2 + △ Dominator
L2 + L1 + R2 + △ Dunkalicious
R1 + R2 + △ Groundshaker
R1 + L1 + △ Hammerdown
R2 + L1 + △ Highrise
L1 + L2 + R1 + R2 + △ (while close to the hoop and not moving) Put It Home
L2 + L1 + R1 + △ Special Delivery
L2 + R1 + R2 + △ Superfly
L2 + R1 + △ Wake Up Call

WACKY RACES

"And away they go! To a standing start – they've been chained to a lamp-post by those double-dealing do-badders, Dastardly and Muttley..." No, it never gets that exciting, but at least you can get into the cheating spirit with the following codes. Enter them on the Cheat Codes menu, then activate them on the Code Collection screen.

Unlock All Tracks and Challenges – **chimpgiveaway**
Unlock All Vehicles – **monkeyspoilers**
Unlock Every Gadget – **gadgetclearout**
Super Deformed Characters – **thosewackykids**
Dastardly Difficulty – **fastcarsagogo**

PRO TIP
SPOT THE PIGEON
In the Subway Shenanigans station, Yankee Doodle Pigeon smashes through the windows, being chased by Tilly and Klunk in their flying machines.



A LA CART: Hmmm, cel-shaded cartoon racing. Unlock *Wacky Races*' super-villain without the fuss.

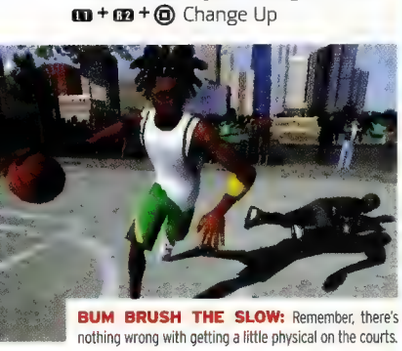
QUEST TIP クエストヒント

MR T PITIES YOU

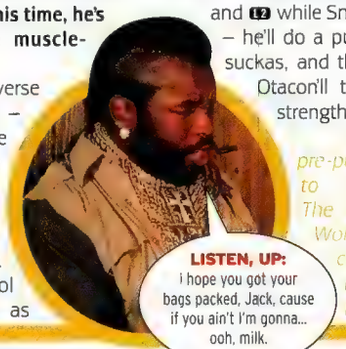
Yes, the world's surliest mechanic-savant is back – only this time, he's on hand with some muscle-expanding workout tips.

"Listen up, fools. I ain't averse to usin' stealth occasionally – you might remember the time when I hid in a wedding cake and Murdoch dressed up as a bridesmaid to foil a hostage situation – so I've been playing *MGS2* recently. Anyhow, I pity the fool whose arms aren't as big as mine, so I recommend y'all try pressing R2 and L2 while Snake's hangin' off a ledge – he'll do a pull-up. Do 100 of them suckas, and that glasses-wearin' fool Otacon'll tell you that your grip strength's increased."

Mr T is currently in pre-production on the sequel to his popular film The Toughest Man In The World. His rather hastily constructed views do not necessarily reflect those of PSM2.



BUM BRUSH THE SLOW: Remember, there's nothing wrong with getting a little physical on the courts.



LISTEN, UP: I hope you got your bags packed, Jack, cause if you ain't I'm gonna... ooh, milk.

AR2 V2

THE CODES THAT MAKE THE BIGGEST GAMES BIGGER

Every issue, we'll be plying you with the finest codes to use with your Action Replay 2 (which you can win on pg83) – just remember to type in the M (Master) code first.

ONIMUSHA WARLORDS
(M)
EC857280
1456E60A
Infinite Health
4CC0BFD8
1456E725
Infinite Lightning magic
4CC0B6A2
1456E725
Infinite Fire Magic
4CC0B6A8
1456E725
Infinite Wind Magic
4CC0B6A6
1456E725
Infinite Enhancement points
4CC0B4EC
1456A475
Lots of collected souls
4CC0B4F0
145699EE
Have Bishamon Sword
1CC0B418
0456B0B1

RED FACTION
(M)
EC8E9F08
1456E60A
L2 to turn on Inf Ammo
0C3DC026
1456B10C
1C84CAB8
1456E7A5

FUR FIGHTERS
(M)
ECB330E0
1456E60A
All Weapons
4C66C3A0
1456B00C
4C66C3A4
1456B00C

RING OF RED
(M)
EC83760C
1456E60A
Infinite Health
1C5AC504
1456E6B9

LE MANS 24 HOUR
(M)
EC86918C
1443FF54
Freeze Lap Timer
1CFE1708
1456E6A5

TEST A PASSENGER FROM CRAZI TAXI

Grandma J is an old lady. Let her years of experience guide you in the ways of PS2.

CRASH DISPENSER: Entering the bank relies on cunning *and* prosthetics.

ESCAPE FROM MONKEY ISLAND

Dear PSM2,

I'm afraid I'm stuck right at the start of *Monkey Island*. I can't even destroy the catapult and save my house. Rubbish, I know.

Leon Morrison,
Via e-mail

Hmm. You haven't mentioned collecting *anything*, so here goes: go to the Scumm bar, goad the darts players into aiming at the old man's balloon, then nick his bowl of jerky pretzels. Get the innertube from the docks, tie it around the funny-shaped cactus near the house, then offer the catapult operator a pretzel. While he's off snacking, tinker with the catapult controls, then sit back and watch the mayhem. *Off to the pet food shop now, young man – but don't go too fast. I'm not as young as I used to be.*

Dear PSM2,

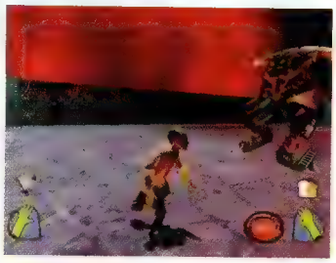
Monkey Island's a bit tricky, isn't it? I know I need the chess players' clock, but I can't get it – and I can't work out how to get back into the bank, either. Do I need a ladder or something? Just so you know, I've got the manhole cover and the spritzer bottle.

Mark Greenwood,
Via e-mail

The chess players should be easy. Just shout distracting things at the tubby one until he gets a move wrong, then tell the other one that the lady he fancies is behind him.

When the inevitable argument kicks off, the clock's yours. As for the bank, don't feel too bad – it's the daftest puzzle in the game. Ask the prosthetics dealer for some free samples, then read him the names off the manhole cover when he tells you a story. He'll give you a prosthetic skin – stretch it over the manhole to form a trampoline that'll grant you access to the bank. *Eeh, this takes me back. You know, in my day, this was all fields and cat food was thruppence a can. Of course, back then love, you could leave your doors open ...*

THE GOAD AND THE CRATE: A combination of insults and lies will get you the chess players' clock.



BOSSY BEAUTS: Those *MDK2* bosses aren't as tough as they'd like you to think they are.

MDK2: ARMAGEDDON

Dear PSM2,

I don't know how to beat the very first boss with Kurt – I keep shooting at the balls when they glow but I always miss because it's so freaking hard.

Ritchie Brooks
Via e-mail

Easy – just use the sniper mode. Don't worry about killing the aliens he drops unless you're close to them. Wait until he stops shooting and keep trying. *Ooh, slow down a bit, there ... no don't turn round ... watch out for that bus! Ooh, Betsy!*

THE BOUNCER

Dear PSM2,

Look, I didn't *mean* to buy it, but somehow I've got my hands on a copy of the hugely over-hyped *The Bouncer*. Anyway, I'm trying to get hold of all the secret playable characters, and I've got everyone except Leanne Caldwell. Can you possibly help?

Si Crane
Via e-mail

All you have to do is play through the entire game with Kou Leifoh – it means putting up with another hour or so of kicky-punchy tedium, but you should have listened to us... *oh no! The tram! Ooh, nice jump! Gyah!*

LEANNE ON ME: Do you really want to endure another round of button mashing to unlock her?

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

WACKY RACES: To test-drive the Mean Machine, watch out for a miniature version of it bouncing up and down on the Track Attack level. Grab it, and you'll get to play a special bonus round after the stage finishes.

TOKYO EXTREME RACER: When you're challenging someone to a race, try and veer in front of them before you start honking and flashing. If they start the race behind you, you'll naturally have a huge advantage.

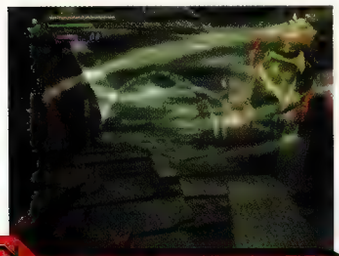
TWISTED METAL BLACK: When you're playing as Minion, try translating his loading screen messages along the lines of A=1, B=2 etc. You'll find that everyone's trapped in SweetTooth's messed up head. Interesting...

KA: To unlock different colours of mosquito, you'll need to complete the Battle mode in each stage of the game. If you can't wake up your blood donors, try repeatedly hitting the controls for the stereo, phone or TV.

CITY CRISIS: In the later levels, when you're struggling to contain raging fires with your limited resources, look out for victims in other nearby accidents – they'll often be carrying valuable water missiles.

EXTREME-G 3: If you've got rockets, save them for the track's corners – the CPU racers' AI forces them to stick to the racing line, so it's easy to direct even slow-moving missiles into their predictable paths.

CODE: VERONICA X: When you're fighting the rabid dogs, just wait for them to jump – they'll attack one at a time – then shoot them out of the air. If you try to hit them while they're on the ground, you'll never get the angle right.



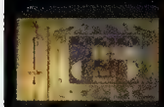
ONIMUSHA
THE WATER PUZZLE

Stuck on the trickiest bit of the game? Here you go.

1. Begin by moving the horizontal block on the bottom left all the way to the right. Now move the left crest piece and its vertical counterpart down. Move the two small, square blocks as far to the left as you possibly can.

2. Continue by moving the horizontal block in the bottom centre up.

3. Then move the horizontal piece in the bottom right corner under the horizontal piece you just moved. Move the right crest piece and its attending vertical piece down into the right corner.

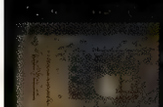


4. Move the centre horizontal block right, into the space you've just created in Step 3.

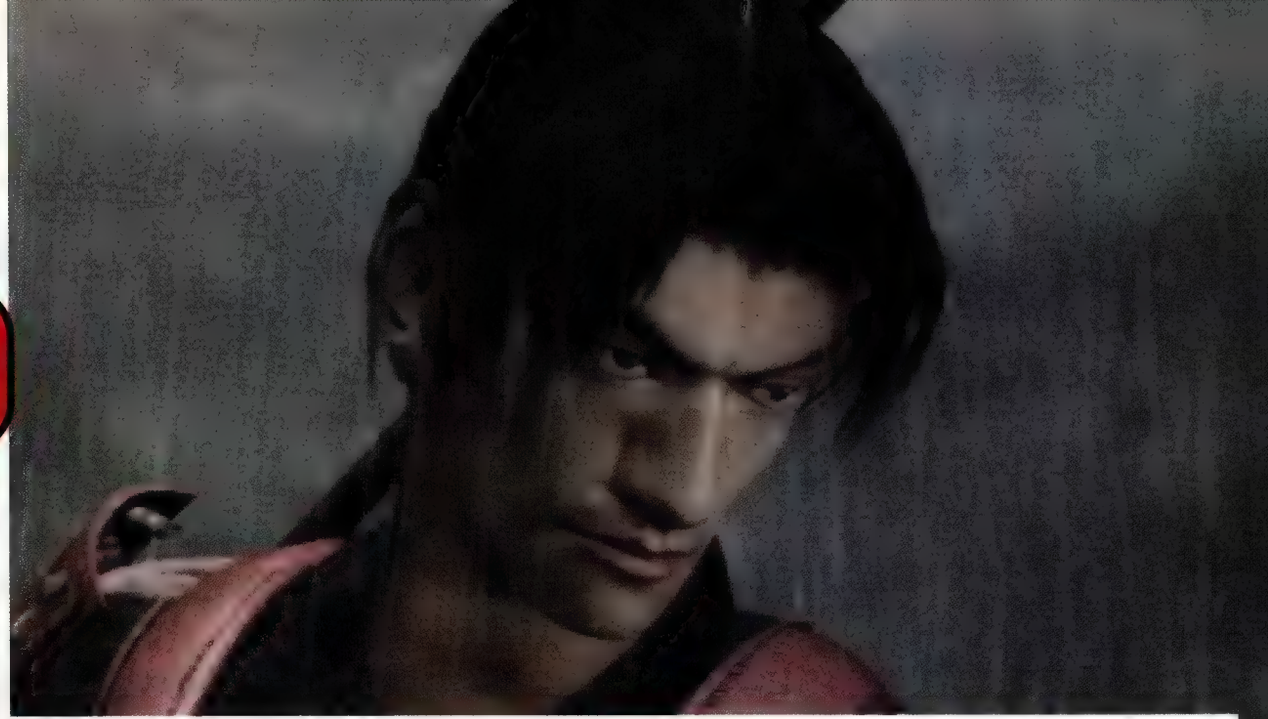
5. Move the other horizontal block up one space, then slide the left crest piece and the vertical piece to its right all the way to the centre.

6. Move the two small square pieces and the horizontal piece above them all the way down into the left corner.

7. Now slide all of the horizontal pieces in the top two rows to stack up on the left side of the puzzle.



8. Move the vertical pieces up and out of the bottom row, then slide the right crest piece over to complete the puzzle.



›FLOURITE PROTECTION トクセンジョウホウ

ONIMUSHA

Samanosuke has his own little rhapsody in blue with a few magic gems and a bit of help from PSM2.

***Onimusha* isn't the trickiest of games to complete – the hard part's finding everything on the way. Put in a bit of extra effort, and you'll find 20 sparkling blue flourites on your travels – collect them all, and you'll get the Oni Spirits mini-game. Complete *that*, and you'll get the Bishamon Sword, letting you cut through zombies like a diamond-tipped Flymo hedge-strimmer. Fortunately, we've done the hard bit – finding the bloody things – so let the carnage commence.**

Near the Start

- In the small shelves in the same room where you found the first Seiryu.
- Just after the first boss fight, break the urns and search the floor under them.

In the Keep

- Just after you run into Yumemaru with Kaede, there's a flourite in a small cupboard above the treasure box near the stairs.
- Go to the upstairs level, and pass through the room just after the red magic door on the catwalk. Step through the next room to find the flourite under the stairs, near the treasure box containing the arrows.
- Just after the cut-scene where Kinoshita flies off, there's a flourite across from volume two of the Seiryu.
- In the underground section, across from the door that requires the Blue Key, there's a flourite in the corner by the last samurai.
- In the room where you find the blue key. Right next to the door.
- Enter the secret room using the Gear. There's a flourite on top of the Buddha statue.
- When you're in the burning room with Kaede, go in the door to the right. You should be in a room with a narrow staircase. Smash through the nearby barrels.
- Just after you find the Vision Staff, you should be able to make out the flourite blinking outside the door of the room containing the Statue of the West.

In the West

- The first one's under the catapult on the hill, just outside the castle.
- Look out on the path to the room where you find the Matchlock rifle.

In the East

- As you're playing as Samanosuke, climb the ramp up to the roof, then scout around near the big bell.
- On the pier just before you board the boat.
- When control switches to Kaede, go to the room with the Statue of the East – there's a flourite next to the door.
- Climb the ladder in the bridge house magic mirror room. Destroy the crates to find another Flourite.
- Go to the room where you find the last volume of the Suzaku. There's a flourite hidden in there.

In the... *Dark* Realm

The last three Flourites are found on the sixth, 11th and 17th levels of the Dark Realm. And that's it, job done. If you need more help, let us know...

THE DARK REALM

To get to the Dark Realm, chat to the scary-faced man who you'll occasionally find dangling from the ceiling. You'll want to be obscenely tooled up first, mind – there are 20 levels in all, and each becomes progressively more difficult than the last.

THE BISHAMON SWORD

There's no easy way to get the Bishamon sword – you'll need to fight through all 20 levels of the Dark Realm and pick up the Bishamon Ocarina. Then, after you fight Marcellus for the second time, use it on the fingers on the wall – they'll curl up to reveal a secret room. It's well worth the effort – taking out Fortinbras is much easier, and the Bishamon kills all non-boss enemies with a single swipe. If you want to use it in the rest of the game, though, you're going to have to use our guide to get those flourites.

PANDA

To play as Samanosuke in a Panda suit, you'll just have to complete the game once – but do it with an S Ranking, and Kaede gets an alternate costume, too. Feisty.

ONI SPIRITS

After collecting the Flourites, you'll have to complete this mini-game to get the Bishamon Sword. It's all about speed, so remember the following:

Use R2 to spin around and reduce your turning time.

Pause the game at the start of each level, then change your weapon to suit the bad guys.

Use the thunder and wind swords, because they're quicker than the fire one.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEXT ISSUE: RUMBLE RACING

WIN! ACTION REPLAY

Glance to the right to see the grim visages of this month's dojo graduates who'll be getting Action Replay 2 cartridges shortly – then scurry to your local photo booth for your own chance at gaming immortality.

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the rather dashing outfit. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us genuine proof of your gaming genius, and we'll hail you from the roof tops. Send us a good enough video, and we'll stick it on the DVD.

Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

Obviously, ninjas aren't too keen on revealing their faces - but as of next issue, we won't even be considering you as a potential Gamer Of The Month if you don't send a photo in. And please, please *write your name on the back of it*, and put your scores on a copy of the entry form. There's nothing worse than having to piece together your scores from the six different scraps of paper you've scrawled across. Some things even try the normally unflappable challenge-ninja's patience. **PSM2**

HOW TO ENTER

You'll need to provide evidence of your achievements – see How To Prove It on pg84. Then just fill the coupon in, send it all off, and wait for the world to salute you as a gaming deity. This time, the closing date for entries is **Friday 14th September** – get those entries in.

SSX CHAMPIONS LEAGUE

TOP SCORES

Snowdream	**364,000**	**Daniel Hurtley**
	352,360	Marc McKeown
	348,700	Gavin Haywood
	345,535	Paul Woodall
	331,955	Tony Man
Elysium Alps	**608,200**	**Gavin Haywood**
	570,560	Marc McKeown
	552,450	Tony Man
	550,100	Paul Woodall
	513,765	Kris Emeny
Merqury City	**495,610**	**Paul Woodall**
	486,975	Gavin Haywood
	446,040	Merqury City
	439,240	Ryan Smith
	436,040	Marc McKeown
Mesablanca	**380,081**	**M Dodsworth**
	368,530	Marc McKeown
	357,100	Paul Woodall
	328,225	Ryan Smith
	314,430	Daniel Hurtley
Tokyo Megaplex	**449,245**	**Gavin Haywood**
	384,495	Paul Woodall
	364,755	Daniel Hurtley
	360,370	Marc McKeown
	358,960	Ben Rattue
Pipedream	**648,380**	**Paul Woodall**
	637,531	Gavin Haywood
	636,450	Justin Hope
	633,430	Paul Woodall
	629,480	Darren Skeet
	626,435	Ian Collis

TOP TIMES

Snowdream	**1'48"15**	**Daniel Hurtley**
	1'56"23	Paul Woodall
	1'55"30	Iain Jackson
	1'57"48	David Barnard
	1'56"80	Paul Fletcher
Elysium Alps	**3'55"14**	**Iain Jackson**
	4'01"48	Daniel Hurtley
	4'08"35	Jack Pope
	4'09"32	Paul Fletcher
	4'13"56	M Langford
Merqury City	**2'45"09**	**Paul Fletcher**
	2'55"30	David Barnard
	2'55"93	Richard Hewat
	2'55"67	Paul Herold
	2'57"43	Andy Roberts
Mesablanca	**2'16"21**	**Daniel Hurtley**
	2'22"82	Jack Pope
	2'23"01	Amanda Offord
	2'24"12	David Mulholland
	2'30"82	Iain Jackson
Tokyo Megaplex	**2'46"14**	**David Hipperson**
	3'09"53	Daniel Hurtley
	3'15"98	David Mulholland
	3'19"06	Paul Fletcher
	3'22"33	Paul Herold
Aloha Ice Jam	**1'52"27**	**Daniel Hurtley**
	1'53"57	Paul Fletcher
	1'54"25	Will Masters

CRAZY TAXI

ARCADE MODE

$23,321.17	**Aaron Conway**
$20,212.32	Ed Dawson
$19,100.92	Jon Dudley
$18,120.34	Doug Bradbury
$17,132.12	David Barnard

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

400 Wins Paul and Jack-2	**Sung Jun Han**
370 Wins Law and Paul	Dion Verhoef
89 Wins Gun Jack and Jack-2	Frank Donham
65 Wins Law and Paul	Jamie Cory
36 Wins Law and Paul	Matthew Brown

TEKKEN BOWL

300 Points Jin and Gun Jack	**Amir Chaumoo**
300 Points Brian and Julia	Amanda Offord
300 Points Bryan and Yoshi	Aaron Conway
300 Points Law and Paul	Sung Jun Han
300 Points Jack-2 and P-Jack	Craig Evans

TIME ATTACK MODE

2'09"26 Jin and Paul	**Allain Baillie**
3'11"40 Law and Paul	Sung Jun Han
3'59"22 Jin and Paul	Jamie Cory
3'56"70 Paul and Heihachi	Darren Heron
4'32"66 Paul and P-Jack	Craig Evans

DEAD OR ALIVE 2

SURVIVAL MODE

43 Wins	**James Cosgrove**
31 Wins	David Johnson
24 Wins	David Peacock
24 Wins	M Dodsworth
19 Wins	Ari Ruishaime

TIME ATTACK MODE

1'25"97	**David Peacock**
1'27"94	Alan Conell
1'59"74	Grant Jones
6'30"46	George Ridgley
6'45'09	Andrew Hunt

MOTO GP

JAPANESE GP SUZUKA

2'02"900	**John Hamilton**
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP PAUL RICARD

1'15"936	**Jon Dudley**
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP PEREZ

1'40"140	**Jon Dudley**
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

BRITISH GP DONINGTON

1'27"372	**Jon Dudley**
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP MOTEGI

1'46"992	**Jon Dudley**
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'47"159	**Roger Wilkinson**
0'54"599	Nick Reader
0'57"290	Matt Kerrigan
0'59"231	Doug Bradbury
0'59"298	Ed Dawson

OUTER PASS

1'04"244	**Roger Wilkinson**
1'12"526	Nick Reader
1'13"333	Matt Kerrigan
1'15"390	Ed Dawson
1'17"980	Doug Bradbury

ABOVE THE CITY

1'12"615	**Roger Wilkinson**
1'22"673	Nick Reader
1'23"345	Matt Kerrigan
1'25"235	Ed Dawson
1'26"312	Keith Townsend

BAYSIDE LINE

1'50"756	**Roger Wilkinson**
2'04"520	Nick Reader
2'07"900	Matt Kerrigan
2'10"656	Ed Dawson
2'11"234	Doug Bradbury

99 LAP RACE

1h 35mins	**Pete Stevens**
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend
1h 44mins	David Watts

TIMESPLITTERS

STORY MODE

Level	Top Times	
Tomb	**1'53"6**	**David Peacock**
	1'54"5	Steven Drew
	2'11"2	Grant Jones
Chinese	**2'02"2**	**David Peacock**
	2'11"8	"Joop" Cooper
	2'26"2	Daniel McCabe
Cyberden	**1'15"7**	**Daniel McCabe**
	1'27"8	Paul Fletcher
	1'29"6	Steven Drew
Village	**0'29"9**	**David Peacock**
	0'48"0	Daniel McCabe
	0'53"3	Grant Jones
Chemical Plant	**0"31"6**	**Daniel McCabe**
	0'33"3	"Joop" Cooper
	0'37"4	Paul Fletcher
Planet-X	**1'16"3**	**"Joop" Cooper**
	1'16"5	Daniel McCabe
	1'22"9	Paul Fletcher
Mansion	**1'29"0**	**Daniel McCabe**
	1'38"3	Mark Danson
	1'45"2	Chris Owen
Docks	**1'28"2**	**Daniel McCabe**
	1'22"1	Steven Drew
	1'32"4	Chris Owen
Spaceways	**1'01"0**	**Tim Preston**
	1'01"3	Daniel McCabe
	1'01"4	Grant Jones

KUNG-FU GRIP OF THE MONTH

#04 THE BEMANI MANTIS

With most games, the flimsy grip on the PS2 affected by the Bemani Mantis isn't any use – it slips from your fingers at the first signs of sweat. With *Dance Summit 2001*, though, it's ideal, providing the quickest way to reach the D-pad and with two fingers handy if you're good on the piano.

TRAINING TIP OF THE MONTH

#04 JUGGLING

No chips or balls to hand? Practice your jongleuring skills with a live opponent – Eddie Gil.

STEP 1:

The easiest way to juggle is to hit a huge hit juggling launcher. It's best started with a move like Kanryu's Sumo Upper or Lei's Floor Surprise – but it only gets you two hits. Fine for beginners.

STEP 2:

For a more vicious combo, you'll want a fast-hitting string that shuffles your character forward just enough to keep your opponent in the air. Try Devil Kazuya's Twin Pistons, quickly followed by ⊙,⊡,⊙ to see what we mean – you'll connect with a four-hitter.

STEP 3:

To add the final, humiliating touch, hit →→ for a quick forward dash, then sweep them just before they touch the floor. This'll stop them instantly rolling to their feet.

›PLACES FOR FACES シマカノ

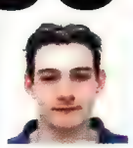
IN THE DOJO

RYAN TUCKER
The steely eyes. The grim set to the mouth. Ryan's a worthy leader for the *MGS2* table.

DANIEL HURTLEY
The mystery-faced gentleman behind this issue's best *SSX* scores.

'JOOP' COOPER
He's a bit handy at *'Splitters*, even if he's sent in a photo that makes him look insane.

ROGER WILKINSON
For simply outclassing everyone else by at least ten seconds on *Ridge 5*.



TOMMY DALTON
'I'm the daddy,' claims Tommy, despite looking too young to have actually seen Scum.

WIN!

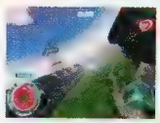
1 of 5 Action Replay 2 V2s!

The senders of the five most significant scores each month – whether amazingly high or just showing extreme perseverance – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

BLACK BELT CHALLENGES

STUDENT

STAR WARS: STARFIGHTER



The Challenge: Come first in the Canyon Sprint bonus mission. You'll need a near-flawless run to beat Essara.
The Proof: A photo of the Mission Complete screen – with the Beat Essara screen ticked on it.
The Tip: Use the OVERSEER and MINIME codes to unlock the Darth Maul Interceptor and make yourself invincible. You'll still need to be pegging it.

SKY ODYSSEY

The Challenge: Get an A Ranking on The Adventure Begins – the game's first level. To do that, you'll have to come in under the time limit, as well as not going up in a ball of flame. Tricky.
The Proof: A photo of the assessment screen with your rating on it.
The Tip: If you can get the extra planes, you're welcome to use them. But we haven't yet found anyone man enough to pilot the Shinden Kai through the canyons at full pelt.

SENSEI

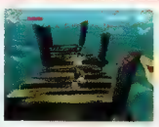
SSX

The Challenge: Complete Mesablanca – the best course for pure racing – in 2 minutes, 50 seconds. You're allowed to use the Unlock Everything cheat to max out your character's stats.
The Proof: A photo of the hi-score table with your time on it.
The Tip: Refer to our guide in PSM2#04 for a complete run-through. And veer right near the second Danger sign to get the complete rail short-cut.

TEKKEN TAG TOURNAMENT

The Challenge: Get a score of 280 or higher in a game of *Tekken* Bowl. You can use whichever characters you like.
The Proof: A photo of the results screen, with your characters on it.
The Tip: Use a power character as your first bowler, and a control character as your second – Paul and Ling are a good combination.

RAYMAN REVOLUTION



The Challenge: Complete the game with more than 900 Lums. That means you can miss 100. Aren't we kind?
The Proof: A photo of the screen showing you how many Lums you've collected... with more than 900 on it. Obvious, really.
The Tip: You'll only get a couple of hundred Lums by scooting straight through the game – revisit areas you've already completed to get them all.

DEAD OR ALIVE 2

The Challenge: Get more than 12 Wins in Survival mode with any character. You can even use Tengu and Bayman, if you've unlocked them.
The Proof: A photo of the hi-score table with your initials on it.
The Tip: Check out our guide to the game in PSM2#06 – and we'd recommend using Jann Lee, as he's absolutely nails.

PSM2 MASTER

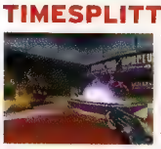
MOTO GP

The Challenge: Complete a lap of Donington in less than 1 minute 33 seconds.
The Proof: A photo of the records screen, or a photo of the in-game screen with your lap times on. Either's just as good.
The Tip: You'll probably want to unlock the Honda NSR500 before you even try this.

RIDGE RACER 5

The Challenge: Unlock the Super Drift Caddy by beating it in Duel Mode.
The Proof: A photo of the car selection screen with the Caddy on it.
The Tip: You're allowed to use another Duel Car if you've already unlocked that – the VW Beetle's probably easiest. You'll never beat the Caddy on the flat, so this one's all about precise cornering.

TIMESPLITTERS



The Challenge: Complete the Spaceways level on the Normal Difficulty setting in less than 1 minute 20 seconds.
The Proof: A photo of the level selection screen, with your record time listed under the Normal section on Spaceways.
The Tip: Refer to our guide in PSM2#04, strafe a lot and ignore the medikits.

Z.O.E.

The Challenge: Get an overall ranking of A by completing the game. You'll have to play on either 'Hard' or 'Very Hard' to have a chance.
The Proof: A photo of the post-game ranking screen with either an A or S ranking on it.
The Tip: If the fighting gets a bit frenetic and you're surrounded by buildings, close with your opponent, grab him and steer him towards orbit. It's the only way to save the poor civilians.

ENTER THE DOJO

To be a true gaming master, you've got to be able to face any challenge. Which is why we've concocted this array of tests – the PS2 equivalent of Daley Thompsons Decathlon. Together, they represent every type of game on the PS2 – fighting, driving, shooting things and leaping about. If you can manage at least three of them – or otherwise impress us with your high-scoring greatness – we'll add you to the graduates of our dojo. We'll also print a 20-word message of your choice. Why not announce that long-standing crush in the one place the object of your affections is *bound* to see it?

3 CHALLENGES – 1st DAN
5 CHALLENGES – 2nd DAN
7 CHALLENGES – 3rd DAN

THE RULES

To enter, just send us a completed entry form with the required proof. You don't have to send us a copy of PSM2 – photocopies are fine.

The address to send those entries is PRO DOJO, PSM2, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW. And remember, we don't mind if you're quite a while – we'll be impressed if you've managed it in the challenge timescales, but playing games for a living means we're tipped blowdart retaliation. We know a doctored score when we see it.

Unfortunately, we can't return photos or videos.

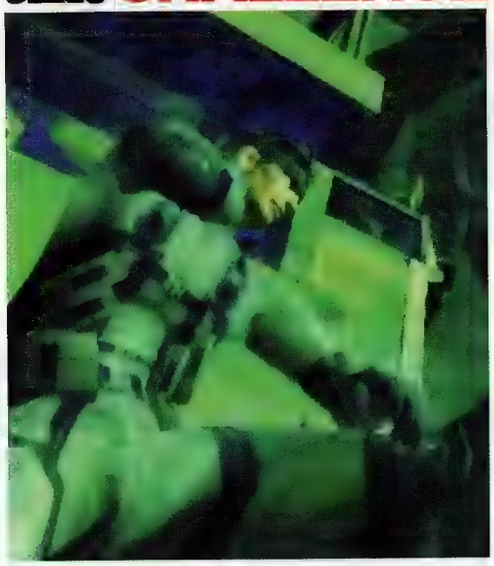
We'll print a message, as nutty as you like – everyone else has, but don't make them abusive or threatening. That's bad.

HOW TO PROVE IT

Taking photos
The best bets to turn off or cover up your camera's flash – it'll reflect off the screen – and draw the curtains. If you want to e-mail us a GIF/TIFF/EPS, whatever, that's fine – but we'll be able to tell if you've altered them. Play fair.

Taking videos
Is even simpler – just connect your PS2 up through the video, and get five seconds or so showing each screen. Easy.

SPECIAL CHALLENGE



METAL GEAR SOLID 2

You can still win the first UK copy of MGS2 – but there's been a slight change of plan...

As you'll already know, MGS2 has gone underground. As part of the media blackout, the KCEJ league table has shut down – so there's been a slight change to how the competition runs.

THE RULES

- As of now, we need video evidence showing you going through your run. Set it going on the main menu, and don't shut it off until Olga hits the deck.
- If you've already entered, don't worry – your score still counts.
- Play with Radar Type 2, on the normal difficulty level.
- If you don't include a completed entry form – or a copy of it – with your entry, *your score won't count*. We'll only be checking the winning entries, not watching everyone's videos with a stopwatch.

THE TOP TEN

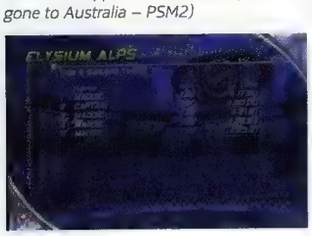
Name	Time	Shots
1 Ryan Tucker	**1:43**	**4**
2 Peter Mulli	1:49	4
3 James Baird	1:57	4
4 Thomas Hibbert	2:00	5
5 Luke Armillei	2:08	7
6 Nick Reader	2:11	5
7 Paulo Lopes	2:14	4
8 Paul Cairns	2:15	4
9 Ian Lammin	2:36	5
10 Grant Jones	2:59	11

DOJO GRADUATES

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts.

FIRST DAN

Cory Harrold
Whatever happened to Rich Pelley? *(He's gone to Australia – PSM2)*



Madeleine Langford
Now I know that there's a competition, I'll start practising.

Dan Harold
If Tina S-Club's reading, I'd like to offer her my hand in marriage. Any chance?

Paul Fletcher
Buy this mag! It's too good for words!

Ryan Tucker
Can you please ask my brother to turn up for work more often than he does? That'd be a great help.

Daniel Hurtley – My fingers are not just a part of me, they are part of the controller.

Roger Wilkinson
Can anyone touch my *Ridge* times? What's wrong with everyone? *RR5* was a launch game, too!

SECOND DAN

David Peacock
Ally: Woof! Woof! Do you want a chicken-stick, Bonnie?
Bonnie: No. Woof! I'm sick of eating everything.
Ally: OK. *(We're as confused as you – PSM2)*

Aaron Conway.
If only I had the other games, David Allen wouldn't even look mediocre. "Our purpose in life is not to die, it is simply to live." – Howard Marks.

Darren Long
(Didn't send us a message, despite putting in a sterling effort - PSM2)

Steven Drew
Cheers! Have fun trying to beat my scores! I would like to thank PSM2 for giving me this opportunity to show my greatness.

THIRD DAN

David Allen
I am the greatest gamer of my generation.

Duncan Price
If anyone needs a tester, let me know – I've also done programming and design.

Paula Gamble
Sniff, sniff – What's that I smell? Ah yes, the sweet smell of SKILL!

Iain Jackson
Looks like I'm getting good at this!! By the way, can I have a job at PSM2, please? *(No. Sorry. - PSM2)*

Matthew Lebreton
Top mag. You get the time, Sony gets the code. Hahaha.

Kevin Peacock
I am the daredevil of Ridge City. Can anyone beat me?

Jamie Cory.
The games *Tekken*, *Soul Calibur* and *MGS* rock, and if you don't buy them then God help you.

Grant Jones
I'm the Solid Snake of gaming.

ENTRY FORM

Dear PSM2,
I'd like to join your order of shadow warriors. I've got my own blowpipe and everything.

Name ..... Age .....
Address .....

I've got the following scores...
Game ..... Score .....

MGS2 Challenge...
Ranking: ..... Time: ..... Shots fired: .....
Clearance code: .....

And I've also completed these challenges...

- SSX ❑
- Sky Odyssey ❑
- Tekken Tag Tournament ❑
- TimeSplitters ❑
- Rayman Revolution ❑
- Star Wars: Starfighter ❑
- Dead Or Alive 2 ❑
- Moto GP ❑
- Z.O.E. ❑
- Ridge Racer 5 ❑

And my message to the world is...

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

GRAN TURISMO 3

PART 1 DRIVING SCHOOL

You've strapped in... and probably stropped off after getting out on Super Speedway for the first time. Luckily for you, then, PSM2 are here to set you up in true racing style.

AIM OF THE GAME

It's the fastest-selling game yet to hit PlayStation 2, and it's not difficult to see why. Mixing drop-dead visuals with near-authentic handling, this is a racing title that demands that you put the hours in to crack every track.

The guide we've put together here will have you cornering like a seasoned winner within two hours, and tackling the courses as if you've been driving them all your life. It's essential that you take time to familiarise yourself with the advanced driving techniques – like fishtailing and slipstreaming – if you're going to be in with any chance at all. This is one challenge that doesn't forgive easily – you'll thank us one day.

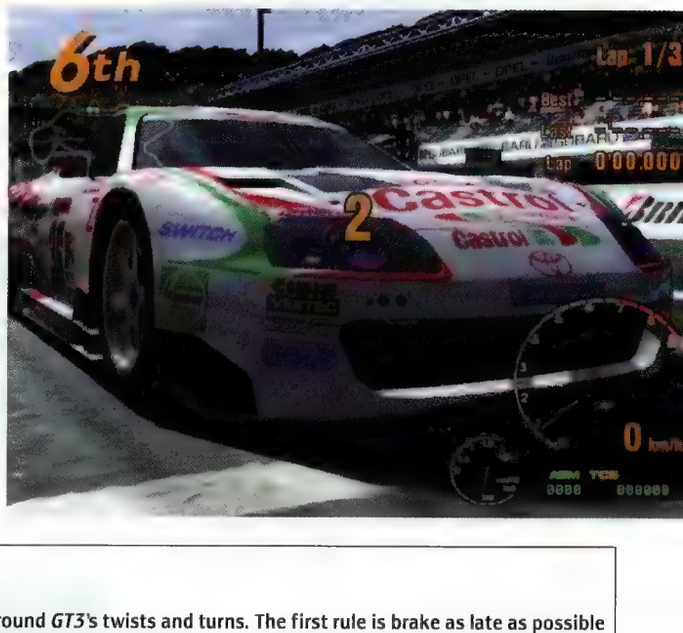
0-6 MINUTES

SETTING UP LIKE A PRO

OK, the GT Force wheel, although taking the *GT3* experience to new heights, isn't an essential piece of kit. We've clocked up some serious times using a humble DualShock 2, and this is where we suggest you learn your craft.

First up, ignore the default settings – head to the options screen and swap the settings for Brakes and Change View (so you'll be braking with R1 and changing your view with ⊡). Now select Arcade mode and head out on Trial Mountain – a good test for honing your braking skills – selecting Normal > S Class > Castrol Supra > Automatic > Racing (don't bother with Drift while you're initially getting to grips with the game). This car combines good acceleration with responsive handling, and'll give you a rewarding test experience – spend some time getting used to the new controller set-up, it feels odd to start with (and you'll forget that you've changed it for the first few runs), but the ability to feather the brakes with your finger while accelerating with your thumb is unmatched.

Also, always go for the in-car view – you'll find yourself over-correcting your steering a little too much when you're racing with the external camera.



6-26 MINUTES

NAILING THE CORNERS

This is the first technique you need to master – races are won or lost around *GT3*'s twists and turns. The first rule is brake as late as possible for extreme lefts or rights (even on the secret Professional Difficulty setting – accessed by holding down L1 and R1 on the Hard setting – the CPU drivers brake comically early for corners) and be aggressive with the inside line.

Again, head for Trial Mountain and the Castrol Supra, and, on the sweeping bend that leads into the first tunnel section, get on the left-hand side. You'll notice the back-marker's brake light flicker much earlier than you'd expect, and you can simply muscle the leaders towards the outside of the bend. This high speed/dodgem-style smack up is an essential technique to master for the 90° bends. Once you open up Tokyo R246 and its first punishing right-hander, you'll appreciate this. The same's true for Coté d'Azur's first right-hand corner (just before you feel the sun on your face) – accelerate at top speed into it, making sure you're on the inside, and clatter the opponents out of the way. We guarantee you'll scream into first place after two or three attempts. Obviously, if the cars actually took damage, you'd probably have to resort to finding the racing line...

Also, don't be afraid to cut the odd corner. Cheating? Probably, but if you want to get ahead, get a head... or something. For instance, as you approach the final two bends before the start/finish straight on Trial Mountain, you can afford to cut across the grass just behind the traffic light. You should also try this technique on Mid-Field Raceway – you can afford to be a bit 'loose' with your racing line on the first right-hand corner for example, and there're several other dust-scuffing opportunities along its length.

Points to Remember:

- **Get on the inside where possible.**
- **Feather the brakes and throttle.**
- **Be aggressive.**

WHAT WE SAID...

PSM2 ISSUE #13 SEPT 2001

"Don't listen to those that give *GT3* anything other than the score you see here. We speak the truth. *GT3*'s that rare thing – a racing game you can truly sink your teeth into, but you only get out what you're prepared to put in."

WHAT WE SAY NOW

It's dominating the office as we build up our motors and agonise over shaving tenths off of our track records. Superb.

93

26-42 MINUTES

FINDING THE RACING LINE

The CPU cars all follow the racing line nose-to-tail like a family of shrews. In theory this'll give you the quickest route through a course (although, as you'll find, this isn't *always, always* true). However, when you get a true muscle car which has awesome acceleration you only rarely need to try slipstreaming on the earlier courses. Choose Team ORECA's Viper and head out on Super Speedway. You'll notice your competitors peel off to the right-hand side of the track at the start, trying to gain a slipstream advantage. Ignore 'em and belt it straight ahead towards the first sweeping left-hander. Staying on the inside, you'll come out onto the next straight in the top three. Racing line, schmayshing line... However, you'll find you stick to it more on the advanced tracks – Seattle Circuit, for instance.

Points to Remember:

- **Look for the tyre marks – they're your guide.**
- **When approaching corners, think about the easiest way in and out of the apex – this will be the line that requires the least amount of change in your trajectory. The ideal way is to approach a corner from the outside (the far right on a left-hand bend), then at the apex pull sharply in, accelerating towards the inside of the corner and out onto the outside of the following straight. We know in a racing situation this doesn't always make for the best position though.**
- **Watch the CPU cars if you're finding some sections tricky.**

42-50 MINUTES

LEARNING HOW TO SLIPSTREAM

We've already mentioned slipstreaming – you'll see the CPU cars do this at the start of every race. It's a technique that you'll become intimate with if you're to keep up with the pack on the Test Course. Until you unlock this, try practising on another straight course (corners will leap out at you from behind the car blocking your view if you try this on a more demanding track). Try it out on Super Speedway (go for it on Hard difficulty – giving you more laps to catch up with the pack). Simply line yourself up behind the car in front – if you're close enough, you'll find you accelerate more effectively right up to their bumper, and you can duck out and overtake when the opportunity arises. It's a simple technique, ideal for those last minute dashes to the finish.

Points to Remember:

- **On Test Course, don't be fooled into thinking the top-spec car is your answer – you'll still have to rely on slipstreaming.**
- **Wily opponents will sway across the road, trying to free you from their tail.**
- **Slipstream until you can smell the rubber on the finishing line – the acceleration advantage gained from this style of close driving is short-lived.**

50-65 MINUTES

PICKING THE BEST CARS

Erm, sounds obvious, right? But because of the variety of courses on offer, you'll find some cars are more suited to particular course than others – it's not just a matter of picking the fastest car and expecting to unlock every course. So take a bit of time trying out the basic motors on offer. We'd recommend heading for the S Class vehicles to start with – the cars in the less powerful classes just don't deliver as many thrills, and you can come back to them once you've unlocked all the tracks in Arcade, just to be completist.

Anyhow, we'd recommend the following:

Viper GTS R – a grunty all-rounder perfectly suited to those courses which combine long straights with testing bends (such as Seattle Circuit)

Castrol Supra – good for tight, twisting tracks (like Trial Mountain)

Arta NSX – try this on Test Course once you unlock it

You will unlock better cars, but, as the motors your rivals drive also change once you select a different car, you'll find you don't always gain a huge advantage and you'll be able to get through much of Arcade mode using the above 'basic' models. Take some time trying these out.

65-85 MINUTES

MASTERING THE FISHTAIL

OK, time to tackle a rally stage. These are actually straightforward – and once you unlock the 4WD majesty of the Delta HF Integrale you'll be returning to the rally courses to shave off a staggering amount of seconds from your previous lap times. To get to grips with rallying though, select a light 4WD all-rounder like the Peugeot 206 or the Ford Focus. Head for Smokey Mountain (Swiss Alps is far too dark to be able to see what's going on) and practice taking those bends without braking. Try this:

1. As you approach a tight right-hander, take your thumb off accelerate.
2. Nudge the analogue stick to the right.
3. With the steering to the right, hit accelerate. You'll find the back end swinging around, taking you round the corner.
4. Your front end will still be facing towards the inside of the bend while your back end keeps swinging around – to correct this, take your thumb off accelerate again, nudge the steering to the left, and hit accelerate again. Your car should straighten up.

Try this process slowly to start with, until you feel comfortable. It shouldn't take long – you'll soon find you can judge how long to keep your finger off accelerate and how far to nudge the analogue stick to correct your powerslide.

Points to Remember:

- **Be light with your steering – repeated small nudges on L3 are generally more effective in correcting your car than massive turns.**
- **Use your brakes on a transition from tarmac to gravel if you find you haven't taken a wide enough arc into the corner.**
- **Dip the brakes if you're going into a seriously sharp bend (like those you'll encounter towards the start of Tahiti Maze later in the game), which gives you a tighter powerslide. Hit R1 as you take your finger off accelerate and shove the steering wheel in the direction of the bend for the first time.**

85-120 MINUTES

UNLOCKING THE ARCADE COURSES

Now you've nailed the techniques that'll whip you round the toughest apex, get unlocking those courses. Believe us, you'll need as much knowledge about the tracks as you can possibly get for GT mode.

THE TRACKS

SUPER SPEEDWAY

Difficulty: ★ **Entertainment:** ★

This is a pretty simple track, and it's one that requires very few sudden movements. Don't be afraid to take the corners hard, and just keep a constant high speed around the two turns. Gently ease off the accelerator if you feel your car starting to slide a little, but do make sure that you hit the straights before your opponents if you want to win the race.

MIDFIELD RACEWAY

Difficulty: ★ **Entertainment:** ★★

The first corner is not as easy as it looks, so move out to the left and nudge the brakes as you slide towards the centre of the track. After the long straight, you'll come up against an equally tough corner. Here, you'll need to brake hard when you see the turn right sign, then bomb under the bridge, before gliding out of the corner. Next up is the tough chicane. Take this as straight as you possibly can and use the brakes to almost walk out of this tough section.

SMOKEY MOUNTAIN

Difficulty: ★ **Entertainment:** ★★★

Quite a nice one to coax you into the rally side of things, this, so just take it easy at first and you should be fine. Do watch out for the back end of the track though, when the corners will appear tougher than they really are because your car's bouncing all over the uneven road surface.

TRIAL MOUNTAIN

Difficulty: ★ **Entertainment:** ★★★

You should have a pretty trouble free run here – just watch out for the big right after the tunnel. You'll need to brake hard after the tunnel to make it through the first tough chicane – stay off the walls by braking, then applying gas before slowing down through the walled bit. Pretty easy really.

SWISS ALPS

Difficulty: ★★ **Entertainment:** ★★★

The huge turn at the top of the track is going to cause the most worries here, so brake as you enter the first side of the turn and then let the back of your car swing out and around the corner. To get round the penultimate corner of the run, brake very early, head for the centre of the apex, and slow right down as you creep out of the other side.

TOKYO R246

Difficulty: ★★★ **Entertainment:** ★★★

Once you've taken the first bend, things start to get really taxing. Move to the right of the short straight and brake when you get to the first set of rumble strips. Now move left and hit the power. Things should be a breeze now until the last corner of the lap, when you'll have to brake hard to the right of the corner, before pulling out at a steady pace.

LAGUNA SECA RACEWAY

Difficulty: ★★ **Entertainment:** ★★

To get yourself round the first corner, look at the road markings, and slam on the brakes when you see the number 2 painted on the road. Next comes the corkscrew. This looks easy on paper, but is actually a nightmare, so drive up the hill until you reach the crest. Now hit the brakes, while gently sliding to the right before hitting the gas to speed out. Finally, the blind bend at the end of the lap is a nasty bugger, so you'll almost have to completely stop to get around it. Slam on the brakes and swing that baby around.

ROME CIRCUIT

Difficulty: ★★★ **Entertainment:** ★★★

Make progress round the first corner by hitting the edge of the yellow boxes on the road and the kerb without really slowing down. It should now be a relatively easy ride until you reach the two right angles at the end of the course. For the first one, hit the brakes and turn in early, then adjust yourself to do the same move for the second corner.

GRAND VALLEY SPEEDWAY

Difficulty: ★★★ **Entertainment:** ★★

The first corner can really hurt, so start by hitting the brakes early there. Then, get ready for the whopping hairpin – you'll need to brake hard and keep right around this one. Finally, you'll have to slam on full lock with your foot ever so slightly off the gas for the tunnel curve.

TAHITI CIRCUIT

Difficulty: ★★ **Entertainment:** ★★★★★

The two tight turns at the end of the track may cause you a little trouble, so use the brake sparingly and practice powersliding through these sections of the track. Keep your nose in and your rear out, and you should be fine.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

DEEP FOREST RACEWAY

Difficulty: ★★★★ **Entertainment:** ★★★★

You'll bomb away from the start line, so make sure you slow down enough to take the very first corner. Apply caution and approach slowly for the smoothest ride. Now prepare yourself for the tunnel on the bend. To get this bit right, brake on entry and then on the way out to avoid any serious loss of seconds.

SPECIAL STAGE ROUTE 5

Difficulty: ★★★★ **Entertainment:** ★★★

You should be able to take this track in your stride until the large S-bend at the middle part of the course. To do this, brake when you make the second zebra crossing, then hold on as you move left and ease out of the corner. Next comes the tight chicane – brake when you hit the last overhead sign, and then go very easy through the rest of the corner, just to be sure.

SEATTLE CIRCUIT

Difficulty: ★★★ **Entertainment:** ★★★★

The very first hairpin will cause you some annoying problems on this track. All you have to do, though, is brake hard and early before turning close to the inside of the bend. You should be able to deal with the rest of the track with relative ease, but beware the last little turn before the end of the lap. Here you'll need to brake early and tuck tightly into the bend. You should now complete the lap with no problems at all.

TEST COURSE

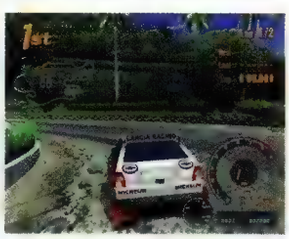
Difficulty: ★★★ **Entertainment:** ★

This is dead easy. Just follow the good old racing line at flat-out speed, ensuring you slipstream all the way until that final bend – your car (and its acceleration speed) dictate when you should pull out from behind the leader and go for broke. But don't use the Mini. It's rubbish.

TAHITI MAZE

Difficulty: ★★★★★ **Entertainment:** ★★★★

Get through the group of S-bends near the beginning by braking very hard and using loads of countersteer to get from right to left and then back again. Use the same technique for the last set of S-bends too – just make sure you smack the steering lock right down.



APRICOT HILL RACEWAY

Difficulty: ★★★ **Entertainment:** ★★★

The big hairpin in the middle of the course will cause most problems here. You'll have to crawl round it before hitting the gas pedal when you're in the clear. The last long bend at the end of the race can cause problems. Brake and slide around the first part of the bend, and stay fairly narrow to get out of it safely.

SPECIAL STAGE ROUTE 11

Difficulty: ★★★★★ **Entertainment:** ★★★★

Watch out for the huge S-bend about a third of the way through the course – you're best off aiming for the middle of the track, braking a lot, before hugging the right and then sweeping over to the left. Next comes the large chicane. This is a right then left, so approach from the left hand side of the road, and ease through the middle of the corner before hugging the inside and then moving out wide to the right.

COTE D'AZUR

Difficulty: ★★★★★ **Entertainment:** ★★★★★

The top end of the track, with its double S-bend, will cause the most problems here. So go very slowly, starting from the left, before tucking right, then crawling to the left as the corner forces you round. Stay left and ease across the apex of the last part of the corner. Things should be pretty simple now until you get to the opposite end of the track. Here, get round the bend by braking hard and late, then moving left and speeding yourself out of the bend, and towards the end of the lap.

AND FINALLY...

Are you one of these gamers whos just launched straight into the unbelievable addictive Gran Turismo mode, rather than trying to unlock everything in Arcade mode? Don't miss next issue then, when we'll be going through this in unrivalled detail. To keep you going, here are a few brief tips for those starting to tune your motor:

- Initially it's a good idea to buy either a Racing Chip, Muffler and Air Cleaner or Weight Reduction as these're cheap and relatively easy ways to increase your horsepower and make your car lighter, improving its performance.
- If you're a little skint it's worth remembering that a simple Cr250 oil change can really boost the horsepower of your car, albeit for a limited time.

More next issue...

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

EXTERMINATION

PART 1 STRAP ON YOUR

Doctor Marten's and break out the insect-repellent – it's time for a good old-fashioned bug hunt with our FAQ for the Ultimate Launcher, metal plates and those damn dog tags.

AIM OF THE GAME

Extermination isn't exactly the trickiest of games – we completed it after notching up barely seven hours of panicked bug-squashing. Still, we've been getting an awful lot of e-mails from people who are stuck on the harder bits. So, in an attempt to stem the tide, we're printing the answers to the most frequently asked questions – or an FAQ, if you really want.

TAG IT UP

Since we're perfectionists, we've also thoughtfully provided a list of things you need to look out for, including the marvellous Ultimate Launcher and those utterly pointless dog tags. Grab the lot. Be warned, though – if anyone rings us up to ask where the second metal plate is from now on, we'll shout at them until they cry. Happy? Then off we go.

WHAT WE SAID...

PSM2 ISSUE #10 JUNE 2001

"Despite a shallow story and a brief life expectancy, *Extermination* still boasts a skilful bland of action, gunplay and blind panic. Lots of tense thrills to be had."

WHAT WE SAY NOW

It's too short to be a classic, but enjoyable enough while it lasts Ripping...

78

Q&A

Without further ado, let's get into those questions...

Q: How do you disable the laser traps?
A: The same way you disable the sentry guns – by carefully slashing at the bit of them attached to the wall with your knife. It's best to use a weak slash – or ◎ – as it's more accurate.

Q: Why does my health only have a maximum of 60? What's happened to the other 40?
A: Any infection temporarily reduces your maximum health to 60. Use the Booster Shots or a Vaccine in the MTS Machine to reduce the infection to zero percent and increase your maximum health back to 100.

Q: Look, I *did* have the password for the lift, but I've lost it. Can you help me out?
A: It's 51204791.

Q: I can't kill any of the enemies except the Hydras. Any ideas?
A: Aim for the glowing green 'core' of the enemies or you'll be shooting at them forever.

Q: Where's the first Metal Plate?
A: You get the first metal plate from your team-mate, who's in the room where you have to climb up the forklift. He's a bit tricky to find as he's hidden in a corner, but at least he shows up on the dog-tag radar...

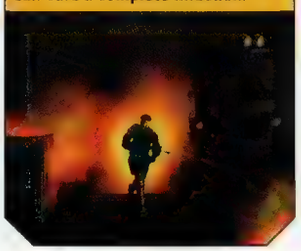
Q: Great. And, um... sorry to be a bother, but where's the second one?
A: It's found in Section D in a room only accessible by the air ducts. In the room with the Information boards, web walls and several watch dogs, there's an entrance to an air duct on the upper floor. Enter it and take the right at the intersection, dropping into the room there. Climb into the air duct in the opposite wall and follow it round to a room containing organic matter and two corpses. This room contains the second metal plate among other things. You can also use the dog tag radar unit to help you get your bearings.

Q: I've just entered the high-security area of the Control Tower after Cindy has unlocked it. I'm in front of a wall of water and a cooling system. Even if I turn the cooling system on nothing happens and the water wall still pushes me back. What the hell?
A: You need to take as long a run-up as possible and

TOP TIP

INOCULATION STATIONS

If you're fully infected, don't try to stave off the effects with medi-packs and boosters – you'll run out awfully quickly. Booster shots only cure infections as long as they don't reach 100 percent. Only an MTS Vaccine in an MTS Machine can cure a complete infection.



THE ULTIMATE LAUNCHER

Part A

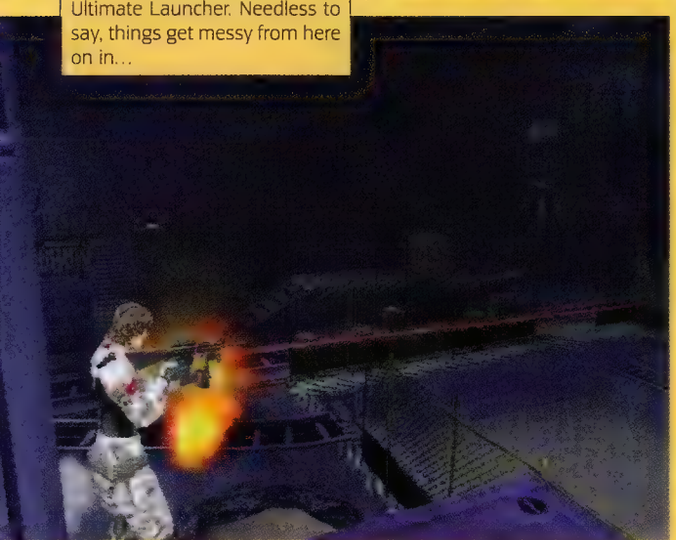
When you're in Area 7 – at the front of the compound – you'll be attacked by two six-legged monsters, but (probably) avoid them by jumping into the back of a van. Check the box in the van for the first part.

Part B

In Area 12 – Research Area Level 2 – you'll find a dead body on the stairs between Water Filtration and B Wing, which is near a Key Card. Use the card on the security door near the end of the level, then search the two boxes in the room you unlock.

Part C

In the Maximum Security Area, you'll find a door that requires all 24 units of battery power to open it – because it's got the last part you need for the Ultimate Launcher. Needless to say, things get messy from here on in...



leg it as far into the water wall as possible. Quickly slash the pipe with your knife and it should sever. You can now turn on the cooling system to freeze the water which you can now easily shatter with the SPR4 or your knife. If you hit the switch near the waterfall first, you'll see a small trickle of water showing you where to aim.

Q: Do you get any rewards for getting all 15 dog tags?
A: Nope. Sorry.

HOW DO I BEAT THE TENTACLE BOSS?

First things first. After the cut-scene quickly pick up the grenade-launcher unit in front of you and attach it to your SPR4. Avoid the tentacle by constantly staying on the move, only stopping to fire at the core of the boss when it shows itself. Don't get to close to the part of the boss attached to the wall or it'll spew out green gas injuring and infecting you. Also watch out for the boss' swinging attack, which you can only avoid by staying pressed to the wall next to the core. He's one of the trickier opponents you'll face – although that's not saying much.

TERMINATION

Once the credits have rolled, save your game. After you've done that, go to the load screen – you'll see a game called 'Rear of Compound' in yellow lettering. Load it up to start a new game with 500 bullets, 50 shotgun shells, 30 grenade shells, 1,000 flame units and 25 Ultimate Launcher missiles, as well as a stack of health. No Ultimate Launcher, unfortunately, but there you are.

トップヒント TOP TIP

HARD WATER

Losing health in an empty room? You're probably standing in a puddle of HO-213. If you walk through a puddle of water and it rises up and turns green, don't stand still for too long...

SPOILER ALERT!

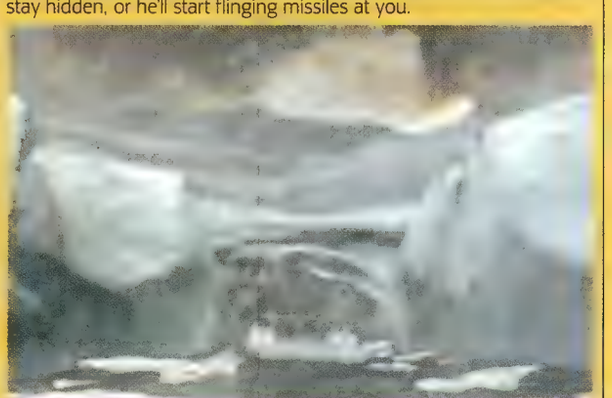
How do I beat... Roger?

First of all, destroy as many explosive cans as you can so you don't end up with them landing on your head later. Get on the central platform, and he'll find it hard to hit you. Time your grenades so one hits him just before he attacks. If you use up all your grenades, just zoom in on his body with the sniper scope and aim for the yellow dots. Pity – he seems like such a nice chap earlier on in the game.

HOW DO I BEAT THE FINAL BOSS?

As the final battle starts, watch Origin's movement – if he stays near the rear of the hovercraft for most of the time, use the cannons on the top of the truck to shoot him. If, on the other hand, he stays near the sides, climb up the ladder, walk up to the walkway at the rear of the boat and use the zip line to access the gatling gun to shoot him with. If you're using the gatling be careful not to overheat, or it'll take time to cool before you can re-use it. If you see blobs being fired at you then use your weapon to blast the out of the sky before they can infect you. After several hits, Origin jumps on board. It's this point that you'll be very thankful for going to the trouble of picking up all those Ultimate Launcher parts...

When Origin collapses, you'll have to fight your own doppleganger. Climb onto the crate to dodge the hydras and fire one Ultimate missile directly at the deck to take them out. Drop back down and hide behind the crates to dodge your double's gunfire, occasionally stepping out to fire some grenade rounds or an Ultimate missile at the boss. Just don't stay hidden, or he'll start flinging missiles at you.



TAG IT UP

Just in case you're the sort of obsessive completist who needs to collect every dog tag in the game, here's a list of their locations.

#1 HANS GRANT, PRIVATE 1ST CLASS
Location: Next to elevator, after killing elevator monster.

#2 FERRYL THERADIS, CORPORAL
Location: On the floor next to the ice wall, just after he dies.

#3 THOMAS TAYLOR, PRIVATE 1ST CLASS
Location: Next to metal plate number two.

#4 ARTHUR MCDONNEL, LANCE CORPORAL
Location: Control Tower, next to the building containing the computer.

#5 ROSS DICKSON, CORPORAL
Location: On train loading bay between crates, just after the train has crashed through the barrier.

#6 ROBERT CAMERON, SERGEANT
Location: By the overturned vehicle on the way to set detonator one.

#7 DAVID MUELLEN, SERGEANT
Location: In the Information room, just behind the metal crates.

#8 KEN LESCHNER, MASTER SERGEANT
Location: In the secret Naval Port, right behind you just before you get on board the LCAC.

#9 ED COLLET, WARRANT OFFICER
Location: On the rooftop B wing, under the helipad.

#10 LANCE MCLAFFIEN, WARRANT OFFICER
Location: Level 2 research lab, just before going after detonator two.

#11 CHRIS DEETMAN, SECOND LIEUTENANT
Location: In the water filtration plant, just after entering it for the first time.

#12 MATT SHUGGART, FIRST LIEUTENANT
Location: On top of outer building, just before blowing up the tower.

#13 KURT JOLATA, CAPTAIN
Location: In air vents, on the way to get metal plate number two.

#14 ROGER GRIEGMAN, MASTER SERGEANT
Location: On the platform, after beating him.

#15 MIKE MADIGAN, MAJOR
Location: On platform, just after he goes off with the bomb.

RED FACTION

PART 3 COMBAT GUIDE

You've massacred Masako and defused the bomb... now relax with a well-oiled precision rifle and our essential multi-player masterclass.

AIM OF THE GAME

Thanks to our invaluable hints in PSM2#12, you should've nailed the single-player game. What next? Rather than replay the Story mode, we recommend taking extended leave at PSM2's Deathmatch island. The food's awful, but you'll be too busy taking sniper shots from slowly crumbling bunkers to notice the odd burnt sausage. Set across nine levels, with scenery spanning deserted canyons and abandoned waste disposal sites, you'd be a fool to take that last-minute deal to Ayia Napa. Two-step's fool, strafing's cool. OK? Stuff an extra handful of shells down your kecks – things are about to kick-off. Big time.

WHAT WE SAID...

PSM2 ISSUE #10 JUNE 2001

"A slightly flawed game whose dizzying highs almost atone for the occasional glitch. An entertaining action adventure, though the sticking points prevent this from becoming a classic."

WHAT WE SAY NOW

The 'bot AI isn't the smartest we've seen in a multi-player and you've only got a two-player option. Still, it's a top blast.

88

OPTIONAL EXTRAS

Choosing between single or split-screen two-player mode, you've got to march into the Deathmatch arena and shoot more people than anyone else. There are 12 different characters to choose from and up to six computer 'bots in the level at any one time. Weaponry is plentiful and short-cuts are rife – a perfect scenario to stretch the Geo-Mod system. Grab a rocket-launcher, carve yourself a hidey hole and pick off passing goons like cheeseballs from a party tray. It's simple when you know how. The full list of sniping spots, secret weapons and crafty tactics are outlined here.

THE LOBBY

Nab yourself a rocket-launcher from the top ledge and shoot out every poster and piece of graffiti you see – they lead to rooms full of medipacks or secret weapons. There are four hidden rooms leading off the central lobby alone. You can get onto the roof of the lobby by shooting the corner of the second-floor skylight and blowing a makeshift alcove in the adjoining wall to act as a step – a fusion rocket-launcher and rail driver lay in wait. Keep moving, avoid the main lobby and target 'bots from the safety of the hidden rooms for an easy victory.

1 Aim for the top corner...

2 Try to avoid the blast...

4 Leap inside for roof access.

3 Now blast a set of steps...

THE BADLANDS

This first outdoor level contains few secrets – the weapons are dotted around the paths and tunnels of the canyon. Try to avoid the pit, as a stray rocket blast will send you tumbling to instant death. A sneaky tactic is to fire a series of rockets directly into the air as you cross the pit walkway, then run to safety. Look back and watch the 'bots cower in fear. The sniper rifle is handy for long-range head shots and the heavy machine gun is invaluable in narrow corridors.

Keep moving and victory should be assured.

1 A fall means instant death.

INSTALLATION XJ5

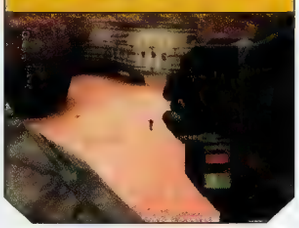
The map is almost identical to The Lobby, so the same tactics apply. Nab a rocket-launcher from the top ramp in the middle of the level. Most secret rooms hide behind standard signs or posters, but the biggest stash lies behind a white sun logo on a wall inside the courtyard. You should be able to collect remote charges, a rocket-launcher, rail driver and flame-thrower using these tactics. The bottom level red 'High Adventure' poster hides a heavy machine gun.

1 The sun logo hides big prizes.

TOP TIP

SUICIDE MISSION

On the Warlords level, grab the fusion rocket-launcher and die without using it. When you return, the weapon contains four rockets, not one. Use three of them to blow your opponent's cover, and the remainder to create a ditch in no-man's-land for the enemy troops to fall into. Happy sniping.



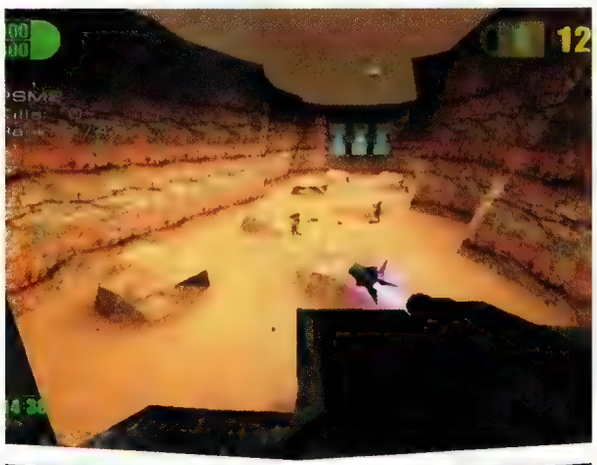
WASTE DISPOSAL PLANT

The narrow corridors wind around a multi-level three-way intersection. A fusion rocket-launcher can be found underwater by the lower-level centre point. Alternatively, ignore the water, approach the intersection head on – so the paths form a T-junction – and head right to the 'Water Reclamation' sign – a rail driver lurks behind, where you can snipe from the safety of a covering wall. All hidden areas can be found behind 'Water Reclamation' signs. The automatic shotgun is the best weapon due to the likelihood of close combat, but the precision rifle's a great alternative.

1 Beware enemy fire as you swim.

BLASTED CANYON

A simple, but devilishly fun level. Two teams face off in sky level bunkers across a flat battlefield. If you choose to snipe at ground troops from the safety of the bunker, don't get obsessed with using the zoom sight – just wait for a lock-on and keep shooting. It's often easier to leap onto the battlefield and rack up some quick kills – duck between the boulders for cover. Deter snipers by firing rockets at the bunker and removing their cover. This level is best with less than four players.



1 Sniping isn't always the best option.

WARLORDS

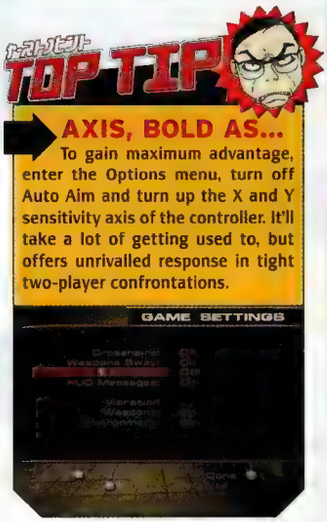
Two buildings, a tiny canyon – the best arena in the game. Players face-off from their opposing multi-level bases trading sniper shots and rocket blasts. Don't forget to correct your explosive shots for gravity – aim slightly higher than your intended target. A fusion rocket-launcher waits on the roof, but you could always sprint across no-man's-land for a surprise attack. Concentrate on obliterating your opponent's bunker, splitting their cover and forcing them into the open. Precision pays dividends.

1 Mad dashes can succeed.

1 Collect the Rail Driver and sit tight.

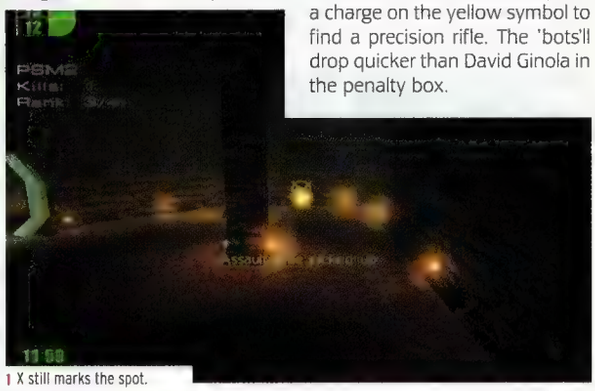
WATERLOGGED

Once again – no destructible scenery, but the expansive nature of the level lends itself to large scale battles. The base is set over three levels linked by connection ramps with elevators in each corner. There're no secrets, but some good camping spots. Stay on the second level hallway where you pick up the rail driver – using the infrared function you can pick off 'bots throughout the level with only attacks from behind to worry about. The room contains a medipack and armour pick-up.


TOP TIP
AXIS, BOLD AS...
To gain maximum advantage, enter the Options menu, turn off Auto Aim and turn up the X and Y sensitivity axis of the controller. It'll take a lot of getting used to, but offers unrivalled response in tight two-player confrontations.
GAME SETTINGS

MINE WARFARE

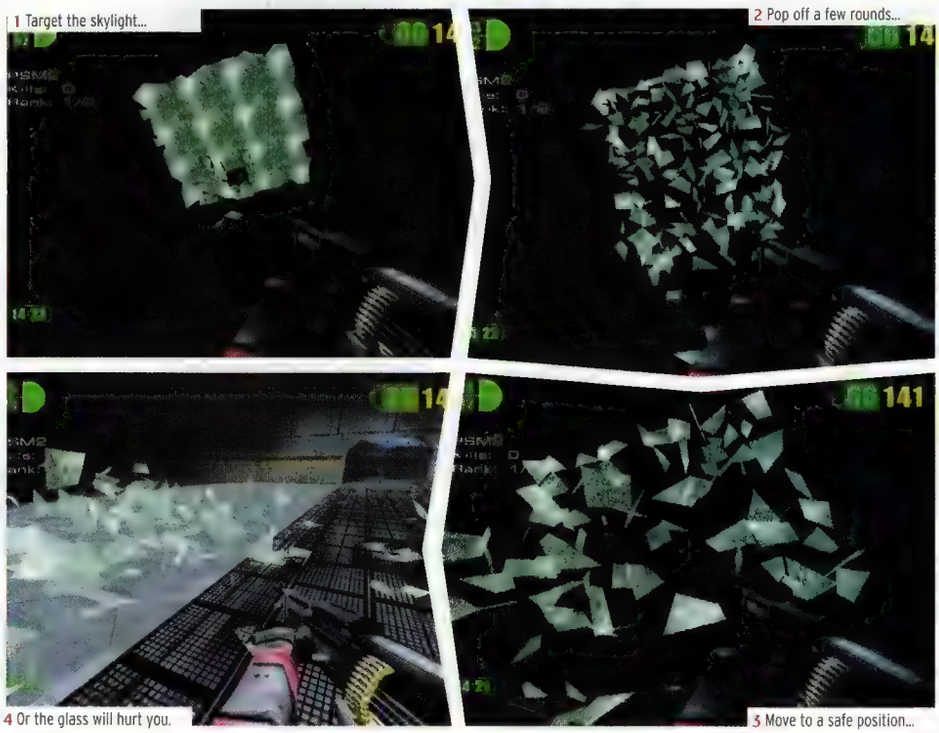
Uncannily similar to the mines from the Story mode, this arena is Geo-Mod heavy. Shoot out the yellow X marks to reveal the secrets. At the start of the level, grab the fusion rocket-launcher from the podium above you and shoot the yellow mark to reveal some remote charges. Take the conveyor belt to the far side of the mine and place a charge on the yellow symbol to find a precision rifle. The 'bots'll drop quicker than David Ginola in the penalty box.



1 X still marks the spot.

HANGAR 18

This is the perfect location for one-on-one split-screen battles. The scenery is indestructible, removing the Geo-Mod factor and placing the emphasis on precision aiming and swift movement. Look out for the metal grates that let you shoot your opponents on the levels above or below. The skylights and observation windows can be shattered causing splash damage to the surrounding 'bots – a cheeky diversionary tactic.



1 Target the skylight...
2 Pop off a few rounds...
3 Move to a safe position...
4 Or the glass will hurt you.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TIPS INFERNO

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around...

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ARMORED CORE 2

Add Defeated AC Emblems
Just press t and y when the victory message appears to nick a defeated AC's emblem

Temporary Invincibility
Press L3+R3+R3 during a battle and you'll see a message reader 'Limiter Released' After this, you'll be invincible for about a minute – but then you'll have to survive without energy for another minute

ARMY MEN: BLADE'S REVENGE

Unlock Every Level
Go to the password screen and enter the following combination – it's the code for level 20, so it'll unlock all the others
↑, ⊗, ◎, ↑, ←, R1, ◎, ⊗

ARMY MEN: SARGE'S HEROES 2

Scrape a bit of entertainment out of this plastic mess with some handy cheats Just enter them as passwords

FREEPLAY – Level select
NODIE – Invincibility
GIMME – Every weapon
NOSEEUM – Invisibility
SHORTY – Mini mode
IMHUGE – Big mode

ATV OFFROAD FURY

Expert mode
Bypass the painful nut-crunching with these codes. Select pro-career mode, then enter 'ALLOUTAI' as a name. If you entered the code correctly, the game wil return to the name entry screen

1000cc Quad ATV
Successfully complete pro-career mode

B

BLOODY ROAR 3

Size of a swordfish! Oh, wait – that was the Arabian Knights. But anyway

Play as Kohryu
Play through arcade mode until you face Kohryu on stage 5 Defeat him to unlock him as a playable character

Play as Uranus
Play through arcade mode and defeat Xion without using any continues, then Defeat Uranus to unlock her as a playable character

Extra mode
Play through survival mode and defeat more than nine enemies to unlock Extra mode in the options menu

C

CART FURY

Turn On the Fog
Go to the Options screen and find the Cheats menu. At the menu, enter R2, R1, ⊗, R2, R2, ◎ This will enable the Fog Cheat. Toggle it on and off at the bottom of the page

Unlock Big Head Mode
Go to the Options screen and find the Cheats menu. At the menu, enter ▲, R2, R2, R2, R1, R1, R2 This will enable Big Head Mode

Infinite Continues
Successfully complete season mode

Jump Option
Successfully complete Last Man Standing mode

Thick fog and New York
Successfully complete Demolition mode on the easy, medium, and hard difficulty

Rocket wheels and Boston Big Dig track
Successfully complete Block Your Opponent mode on the easy, medium, and hard difficulty settings.

No time out and Moon track
Successfully complete time trial mode on the easy, medium, and hard difficulty settings.

Night drive and Alpine Raceway track
Successfully complete Lock-On mode on the easy, medium, and hard difficulty settings

Death car and Miami track
Successfully complete simulation mode.

Driving 101 FMV sequence
Successfully complete all Driving 101 options

CRAZY TAXI

It's not the longest title in the world, but then it is an arcade conversion Squeeze a little more out with these codes

Another Day
To play with different fares and a different starting point, press and hold R1 at the character selection screen – 'Another Day' should appear

No Destination Arrows
Hold R1+START at the main menu, then select your game type and character

No Destination Zones
Hold R1+START at the main menu, then select your game type and character

Expert Mode
Hold R1+R2+START at the main menu, then select your game type and character.

Crazy Rickshaw
Either complete Crazy Box mode, or press R2, R1, R1, R2, R2, ⊗ at the character select screen You'll need to do it very very quickly, mind

D

DEAD OR ALIVE 2

Unlock Characters
To get Bayman – complete Story mode with every character
To get Tengu the Mountain Demon, collect ten stars in Survival mode

CG Gallery
Complete the game with five characters to ogle the ladies in the DOA2 gallery

DYNASTY WARRIORS 2

Edit Mode
At the title screen (the one with the game modes on), press
L1, L2, R2, R1, L1, L2, R2, R1

Get Every Character
Unlock all of those moustache-twirling warlords by going to the title screen and entering
R2, R1, ⊗x5, R2, R1
Get Every Stage
At the title screen (again) hold down R1 and press L1, L1, R1, R1, R1, R2, R2, R2

F

FANTAVISION

Full double shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, R2, ▲

Full laser shot power-up
Pause the game and press
↑, ↑, ↓, ↓, ←, →, ←, →, ◎

FIFA 2001

EA All-star team
At the team selection screen, highlight the Arsenal team, then hold START and press ◎ to play as the EA all-star team

G

GAUNTLET: DARK LEGACY

Magic Names
To get any of the effects below, just enter the bit in capitals as your name Obviously, you can only use one of them at a time

$10,000 Gold each level – 10000K
Nine potions and keys each level – ALLFUL
Invincible Character – INVULN
Invisible Character – 000000
Floating Character – TANGLI
Big Character – DELTA I
3-Way Shot Character – MENAGE
Turbo Character – PURPLE
Extra Speedy Character – XSPEED

GUN GRIFFON BLAZE

Extra Weapons
Enter your name as FEA MASTER, your country as MEXICO and sex as FEMALE You'll start the game with 2 fuel-air bombs

K

KENGO

Play as a student
Hold down R1+R2+L1+L2 when you select a character – different characters will result in different students

KLONOA 2

We've finally found the uber-secret mode where Klonoa frantically tries to outrun a lusty Pepe Le Pew. No, only joking

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character

Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses

Picture gallery
Complete the fairground levels

KNOCKOUT KINGS 2001

Secret Characters
Enter the following names in Career mode to unlock B-list DJs and American sporting heroes to pummel

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon
MRBARRY – Barry Sanders
ZITO – Chuck Zito
BOSTICE – David Bostice
DEMART – David Demarti
JBOTTI – John Bott.
JRSEAU – Junior Seau
OWNOLAN – Owen Nowlan
STEVEF – Steve Francis
SBATISTE – Muhammed Ali

M

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock everyone's favourite big-eared cat, Klonoa, as a rider

MDK2 ARMAGEDDON

Won't somebody think of the children?
Naked Kurt
From the main menu, hold R2+R2, then press R2, R2, ▲, R2

Doc's Fart
While holding R2 + R2, click down on both the analogue sticks with Dr Hawkins

N

NASCAR 2001

There's plenty to unlock in this turgid racer – if you're patient

Treasure Island track
Win a season on the veteran difficulty setting.

Black Box Classic car
Win the Short Track Challenge

Black Box Exotic car
Win the Half Season.

EA Sports car
Win the Road Course Challenge

EA.com car
Win the Superspeedway Shootout on either the veteran or legend difficulty settings

NBA HOOPZ

Press Turbo (R2), Shoot (⊗) and Pass (◎) during the pre-match screen, and the on-screen symbols will change. Hit the buttons the number of times shown, then press the D-pad in the direction indicated to enable each cheat

Effect	R2	⊗	◎	Direction
Beach court	2	3	4	←
Away uniform	2	4	6	→
Show hotspot	1	1	0	↓
ABA ball	1	1	1	→
Granny shots	1	2	1	←
No fouls	2	2	2	→
Big heads	3	0	0	→
No hotspots	3	0	1	↑
Infinite turbos	3	1	2	↑
Street court	3	2	0	←
Tiny heads	3	3	0	←
No goal-tending	4	4	4	←
Tiny players	5	4	3	←
Play as Dr Atom c	5	4	4	←

O

ONI

It's grey, but there're are a few decent scraps to be had here During gameplay, press the SELECT button, then highlight the Select button in the menu. Now enter the following codes. You should hear a sound to confirm you've entered them correctly

Change Character
R2, R1, R2, R2, ◎, R2, R2, R2, R2, R2

One Shot Kills
R2, R1, R2, R2, ◎, R2, ↘, ↘, ◎, R2

Unlimited Health
R2, R1, R2, R2, ◎, R2, ↘, ↘, ↘, ◎

Power punches
R2, R1, R2, R2, ◎, R2, ↘, ↘, ◎, R2

Tiny wee characters
R2, R1, R2, R2, ◎, R2, ↘, ↘, R2, ◎

Unlimited Phase Cloak
R2, R1, R2, R2, ◎, R2, R1, ↘, R2, ↘

Big Head Mode
R2, R1, R2, R2, ◎, R2, R2, ◎

Unlimited Ammo
R2, R1, R2, R2, ◎, R2, R2, R2, R1, ↘

Huge Characters
R2, L1, R2, R2, ◎, R2, ↘, R2, ◎, ↘

OPERATION: WINBACK

Enter all of these on the Press START screen, before the demo starts. You'll hear the sound of a gunshot if you've done it correctly

Trial mode
Quickly press ↑, ↓x2, →x3, ←x4, then hold ▲ and press START

Sudden death mode
Quickly press R2, R2, R2, R2, ◎, ▲, ◎, ▲, then hold L1 and press START to unlock sudden death mode This allows opponents and your character to be killed with one hit

Max power mode
Press L1, R1, R2, R2, R2, R1, ▲, ◎, ▲, ◎, then hold L1 and press START to unlock max power mode. If you entered the code correctly, you will hear the sound of a gunshot This mode allows you to t with all weapons and infinite ammunition

All multi-player characters
Quickly press ↑, ↓ (↓), →(↘), ←(←), then hold ◎ and press START to unlock all the Bosses as well as the engineers and a few army characters in multi-player mode Most of the Bosses have odd guns and may not be able to back up against walls or roll

Max power, sudden death, trial modes
Successfully complete the game on the hard difficulty setting to unlock Max Power, Sudden Death, and Trial modes.

Q

QUAKE

Level Select
While playing a game, hold L1 + L2 + R2 + SELECT and press ⊗, ◎, R2, ▲, ⊗, ◎, R2, ▲

R

RAYMAN 2: REVOLUTION

Extra Bonus Mini-Games
From the Press Start screen, press START Now, select your language. Next, select Options Then choose Language Select Voices and Highlight Raymanian – without validating it Now, press and hold L1 + R1 and enter R1, R2, R2, R1, R2, R2

RC REVENGE PRO

Enter the following codes at the main menu.

Unlock Every Vehicle
R1, R2, R1, R2, R2, ◎

Unlock Every Track
R1, R1, R2, R2, ◎

READY 2 RUMBLE: ROUND 2

Fat boxer
→, →, ↑, ↓, → R1, R1, R2

Skinny boxer
→, →, ↑, ↓, →, R1, R2

Zombie boxer
←, ↑, →, ↓, R1, R1, R2

Unlock Everything
At the Character select screen press.
←, ←, → R2 ←, → →, R1, R1, R2
All the characters, holiday outfits and champion outfits will be unlocked – just press R1 to flick through them

Fast Mode
At the character screen, enter
→, →, ↑, ↓, →, R1 x5, R2

Full RUMBLE Meter
During the game, pause it and enter
R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓

Start at Final Match
At the character screen, enter
R2, ↓, →, ↑, ←, R1 x6, R2, R1, R1, R2

RIDGE RACER 5

Duel Cars
To get some extra roadsters for the Free Run, Duel and Time Attack modes, you have to finish first in Duel mode on the following races – unlock them by beating the times marked with a 'D' in Time Attack
'50s Super Drift Caddy - Danver Spectra
Devil Drift – Rivelta Crinale
Super Grip VW Beetle – Solort Rumeur
McClaren F1 Clone – Kamata Angelus
Pac-Man Mode
Race more than a total of 3,000km and you'll unlock a game that lets you race Pac-Man against ghosts in cars.
On-screen Display
Hold [R3] while you're racing to see how hard you're pressing the analogue buttons.

RUMBLE RACING
Find the hidden easter eggs to unlock shiny new motors. Here's where to find them on each level
TRUE GRITS
Revolution
Find the big red barn. Drive through it and the egg will be on the left hand side, on the outside of the barn
FLIP OUT
High Roller
In area with the three tunnels, take the middle tunnel, then brake hard at the end and drop down to reach the egg
CAR GO
Sporticus
Find the submarine and look to the left where you will see rows of red crates. The egg is behind one of the last crates
SO REFINED
Van Itty
At the start, immediately turn right and look behind the buildings for the egg
PASSING THROUGH
Buckshot
Look for the body of water to the right, just before the asphalt turns to sand. Drive through the water and around to the right to locate the egg – it's slightly submerged
SUN BURN
Gamecus
Drive ahead after the start, then look for the egg as you take the first right turn – it's in the bushes near the swimming pool
FALLS DOWN
Road Trip
The egg is located on the left side of the falls – you'll find the secret entrance just after the first tunnel on the right hand side. It is sitting on a cliff. The Thor vehicle can thrust near it and nab it easily, but it'll probably take a few goes.
GAUNTLET
Vortex One
Look for it next too a large collection of multi-coloured metal crates
TOUCH AND GO
Redneck Rocket
Find the plane that you can drive through, then go through and take the jump into the building. Stop in the building, and go left. You'll see another ramp with a power-up on it. Take this ramp and stop once you land in the next building. Drive to your right and you should find the egg
SURF AND TURF
Cobalt
Find the theatre in town – the egg's in the indoor parking area just before the theatre
COAL CUTS
Stinger
Look for the area that's full of large wooden buildings attached to bridges. Look to the right hand side of the last building for the egg.
WILD KINGDOM
XXS Tomcat
Simply ride the track backwards and you'll eventually find it on the right-hand side
OVER EASY
Interceptor
Once you hit the town, go left, left again, then right. Before the next right, you'll find the egg in a parking area to the right-hand side
OUTER LIMITS
Thor
Immediately turn and drive the course backwards. Go under a natural rock formation bridge and you will find the egg to your right.
Level unlock codes
If you can't get through those tricky water courses, here are the codes to unlock everything
Pro Cup 2, Falls Down track, and Cataclysm car – P1PROC1PU
Pro Cup 3, The Gauntlet track, and EsCargot car – Q2PROC2YT
Elite Cup, Surf and Turf track, Elite Class cars, and Road Kill car – AEPPROPUC
Elite Cup 2, Coal Cuts track, and Jolly Roger car – ILETEC1MB
Elite Cup 3, Wild Kingdom track, and Malice car – ILCTEC2VB
Elite Cup 4, Over Easy track, and Direwolf car – ILQTEC3PL
EA Elite Cup, Outer Limits track, and Blue Devil car – LEAITEPUC
Grand Champion video and EA Stunt Cup – YEAMPLOWW
Circus Minimus – ZEAGTLJKE

S

SHADOW OF MEMORIES

Extra Ending
Play through the game to get all of the five alternate endings and you'll be shown a hidden prologue sequence (you can check our guide in PSM2#09). Complete this for an extra sixth ending
FMV Sequences
Complete the game with three endings to see an FMV sequence of Konami's European show, or all five to see them at the Autumn 2000 Tokyo Games Show.

SILENT SCOPE

See the world through rose-tinted goggles, or just make things harder for yourself.
Pink Mode
←, →, →, [R3], [A]
No Scope
←, ↓, ←, [R3], ←, ↓, ←, [R3]
No Enemy Cursor
←, ←, ←, ←, →, ↓, ↑, →
No Crosshair
→, →, →, [R3]
Exchange life for time
Pause the game in Arcade mode and press ↑x2, ↓x2, ←, →, ←, →, [X], [O]. You'll lose half a life-segment, but gain five seconds of time.
Exchange time for life.
Pause the game in arcade mode and press [O], [X], →, ←, →, ←, ↓x2, ↑x2. You'll lose five seconds off the clock, but get an extra half life-segment
100 challenge mode
Successfully complete all nine outdoor shooting range challenges to unlock 100 challenge mode.

SILPHEED

All weapons
Enter 'XACALITE' as a name to begin stage one with all of the nine weapons available

SKY ODYSSEY

Extra Aircraft
Auto Gyro
Complete all of the Sky Canvas levels with more than 90 points for each.
Corsair
Get a ring around ten of your grades in Adventure mode by performing acrobatic stunts
Gold UFO
Complete all the Target mode levels with gold medals
Me-262
Complete Adventure mode
Silver UFO
Complete Adventure mode with straight 'A' grades
Swordfish Third Wing
Fly the Mid-Air Rendezvous mission and land on the alternative runway – it helps if you've got the special radar.
Pontoons
Complete the Stormy Seas level with any plane

SMUGGLER'S RUN

Lose those pesky coppers with some super-villain chicanery
Invisibility
Press [L1], [L1], [L1], [L2], [L1], [L1], [L2]
Lighter cars
Press [L1], [L2], [L2], [R2], [R2], [R2],
Increase time
Press [L1], [L1], [L2], [L2], →, →, →.
Decrease time
Press [R2], [R2], [R1], [R1], ←, ←, ←
No gravity
Press [L1], [L2], [L1], [L2], ↑, ↑, ↑.

SSX

Once again, we'd like to point out that using these codes takes you one step closer to spending eternity in Hades being goaded by malevolent imps. Still, if you want to ruin the game, go to the Options menu and hold all four shoulder buttons while you enter the following codes
Maximum Stats
[X], [X], [X], [X], [X], [X], [X], [O]
Unlock It All
↓, ←, ↑, →, [X], [O], [A], [O]
Every Track, Outfit, Board and Character will be unlocked, and you'll have ruined hours of fun for yourself. Happy?
And one that doesn't deserve instant spear-gun retribution
Running Man Mode
[O], [A], [O], [X], [O], [A], [O], [X]
Look at him run!

STAR WARS: STARFIGHTER

Most of these cheats are available for completing certain levels – but if you can't be bothered, just enter the text in capitals on the Codes menu. Some of them are useful... some are just plain odd
Unlock everything – **OVERSEER**
Invulnerability – **MINIME**
Secret spaceship for bonus missions – **BLUENSF**
Multi-player levels – **ANDREW**
Default screen – **SHOTS, SIZZLE, or HOTEL**
Enemy ship gallery – **SHIPS**
Spaceship and cast pictures – **HEROES**
Pre-production art – **PLANETS**
Director mode – **DIRECTOR**
Reversed controls – **JARJAR**
Disable cockpit displays – **NOHUD**
See the team – **TEAM**
Pictures of Simon – **SIMON**
James' day at work – **JAMES**
A message from the programmers – **LTDJGD**

STAR WARS: SUPER BOMBAD RACER

Darth Vader
Win the Gold Cup in the Galaxy circuit race as Anakin to unlock Darth Vader and his Tie Interceptor
AAT battle tank
Press [O], [R3], [O], [R3] at the main menu. A message will confirm that you've entered the code correctly.
Unlock Galaxy Circuit
Play through each individual race and finish in the top three. After that, you'll be able to play on the tricky Galaxy circuit
Unlock Reverse Mirror Tracks
To unlock the option to race the tracks in reverse, you'll need to complete the Galaxy Circuit with any character and receive a gold medal
Everybody is a Kaadu
At the main menu press [L1], [R1], [L2], [R2]. You will get the message 'Poof! Everybody is a kaadu!' When you race, all the racers turn in to Naboolen Kaadu on flying tread mills
Boba Fett
Press [R3], [O], [A], [O], [R3] at the main menu to play as the original stormtrooper

STREET FIGHTER EX3

Secret Fighters
To unlock new characters, you need to beat Original Mode with different fighter each time. Here's the order they appear in
1 Sagat
2 Bison
3 Garuda
4 Shadow Geist
5 Kairi
6 Pullum
7 Area
8 Darun
9 Vulcano Rosso
Medal Secrets
Earn 10 of each medal type in Career mode on normal or hard, then do the following
Bronze: Press [R3] on Sakura to activate her as the narrator
Silver: Press [R3] on Bison to play as Bison 2.
Gold: Press [R3] on Ryu to play as Evil Ryu
Platinum: VS Bison and True Bison appear in Arena mode

SUMMONER

Select the Credits option from the main menu, then press [X] while they're being displayed to see a sad, but quite amusing, Dungeons & Dragons parody

SUPER BUST-A-MOVE

Enter these codes after the game loads and when the Push Start screen's showing. An icon will appear in the top-left hand corner of the screen to confirm that you've entered the code
Unlock More Levels
[A], ←, →, [A]
Unlock More Characters
[A], →, ←, [A]

SURFING H30

Complete every level with at least 300 points to get the Shark Surfer

SWING AWAY GOLF

All golfers
At the main menu, press [L2], [R2], [L1], [R1], ↑, →, ↓, ←, [L1], u to unlock all the characters in Stroke Play mode

T

TEKKEN TAG TOURNAMENT

Tekken Bowl
When you've unlocked Ogre – by completing the game 10 times – you'll also be able to play *Tekken* Bowl. Try curving the ball hard to the left to knock out Dr Boskonovitch
Jukebox mode
Score 200 points or more in *Tekken* Bowl, and you'll be able to select the music that plays during your games
Practice mode stage select
Highlight Practice Mode, hold [L1] and press [L2] the following number of times
1 Law
2 Yoshimitsu
3 Ling
4 Hwoarang
5 Lei
6 Ogre
7 Schooi
8 Jin
9 Nina
10 Eddy
11 King
12 Heihachi
13 Eddy
14 Unknown

THEME PARK WORLD

Everything Free
To stop those big rides draining your cash, input the following sequence eight times in a row
←, ↓, [X], [O]
Unfortunately, you won't be able to do any research while the cheat's activated

TIMESPLITTERS

Completing Cyberden
Stuck on the Cyberden level? Go up to the red control panel in the room overlooking the launch pads. Pressing [X] unlocks a door that'll let you onto the launch pads – which is where you'll find the floppy disc
Hidden Extras
Completing each stage on each difficulty level nets you a reward – but so does doing it within a strict time limit.
KEY
AL: Arcade Level
PC: Playable Character
C: Cheat
B: 'Bot
BS: 'Bot Set

EASY
1935 Tomb
Complete: Cultist (PC)
Timed secret: Paintball (C)
58.5 seconds

1970 Chinese
Complete: Chinese Chef (PC)
Timed secret: Chinese Waiter (PC)
1 minute 9.6 seconds

2005 Cyberden
Complete: Badass Cyborg (PC)
Timed secret: Siamese Cyborg (PC)
48.4 seconds

1950 Village
Complete: Period Horror (BS)
Timed secret: All Heads Detachable (C)
27.2 seconds

1985 Chemical Plant
Complete: Usual Suspects (BS)
Timed secret: Male and Female SWAT (PC)
28.4 seconds

2020 Planet-X
Complete: Space Opera (BS)
Timed secret: Green Alien (PC)
49.8 seconds

1965 Mansion
Complete: Horror Shocker (BS)
Timed secret: Big Heads (C)
55.1 seconds

2000 Docks
Complete: Law and Order (BS)
Timed secret: Male and Female Soldier (PC)
1 minute 12.2 seconds

2035 Spaceways
Complete: Unlock Challenge Mode
Timed secret: Red Alien (PC)
1 minute 2.3 seconds
NORMAL
1935 Tomb
Complete: Graveyard (AL)
Timed secret: Priestess (PC)
2 minutes 33.9 seconds

1970 Chinese
Complete: Site (AL)
Timed secret: Gun Sounds (C)
2 minutes 33.2 seconds

2005 Cyberden
Complete: Streets (AL)
Timed secret: Tuxedo Cyborg (PC)
1 minute 35.1 seconds

1950 Village
Complete: Castle (AL)
Timed secret: Hick Hyde (PC)
1 minute 14.9 seconds

1985 Chemical Plant
Complete: Bank (AL)
Timed secret: Infinite Ammo (C)
55.1 seconds

2020 Planet-X
Complete: Spaceship (AL)
Timed secret: Float Alien (PC) and (B)
1 minute 32.0 seconds

1965 Mansion
Complete: Mall (AL)
Timed secret: Overall Mutant (PC)
1 minute 32.8 seconds

2000 Docks
Complete: Compound (AL)
Timed secret: Big Hands (C)
1 minute 29.5 seconds

2035 Spaceways
Complete: Warzone (AL)
Timed secret: Female Alien (PC) and (B)
1 minute 4.5 seconds
HARD

1935 Tomb
Complete: Eyes Mummy (PC)
Timed secret: Teeth Mummy (PC)
2 minutes 19.0 seconds

1970 Chinese
Complete: Suit Hoodlum (PC)
Timed secret: Mr. Big (PC)
6 minutes 4.7 seconds

2005 Cyberden
Complete: Female Cyborg (PC)
Timed secret: Enemy Rockets (C)
1 minute 52.9 seconds

1950 Village
Complete: Fishwife Mutant (PC)
Timed secret: Insect Mutant (PC)
2 minutes 17.7 seconds

1985 Chemical Plant
Complete: Lumberjack (PC)
Timed secret: Malehood (PC)
2 minutes 34.0 seconds

2020 Planet-X
Complete: Pillar Alien (PC) and (B)
Timed secret: All Characters Headless (C)
2 minutes 29.3 seconds

1965 Mansion
Complete: Priest Mutant (PC)
Timed secret: Girl Zombie (PC)
1 minute 33.1 seconds

2000 Docks
Complete: Gasmask Soldier (PC)
Timed secret: Shock Trooper (PC) and (B)
2 minutes 39.0 seconds

2035 Spaceways
Complete: Spaceways Stewardess (PC) and (B)
Timed secret: Small Heads (C)
2 minutes 54.5 seconds

And here's what completing each challenge unlocks.

1-A The Living Dead (BS)
1-B Green & Brown Zombie (PC)
1-C Police, Skull, & Jacket Zombie (PC)
2-A Duckman (B)
2-B All enemies are Ducks (C)
2-C Duckman Drake (PC)
3-A Robofish (B)
3-B All enemies are Robofish (C)
3-C Robofish (PC)
4-A NOTHING
4-B Enemies all throw bricks (C)
4-C Brick available as a weapon
5-A The Impersonator (B)
5-B All enemies are Impersonators (C)
5-C The Impersonator (PC)
6-A NOTHING
6-B Gasmask SWAT (PC)
6-C Veiled SWAT (PC)
7-A Ginger (B)
7-B All enemies are Gingerbread Men (C)
7-C Gingerbread Man (PC)
8-A Farrah Fun-bunny (B)
8-B All enemies are Bunnies (C)
8-C Farrah Fun-Bunny (PC)
9-A TimeSpitters (BS)
9-B TimeSplitter #2 (PC)
9-C TimeSplitter #1 (PC)

U

UNREAL TOURNAMENT

For a distinctly unsporting advantage
Level skip
Pause the game and press ↑, ↓, ←, →, →, ←, [O]
Level select
Save the game and return to the main menu. Select the 'Resume Game' option then highlight the previously saved game and press ↑, ↓, ↓, ↑, ←, ↑, →, ↓
Invincibility
Pause the game and press [R3], [O], ←, →, [O], [R3]
Maximum Ammunition
Pause the game and press ←, →, [O], [O], [O], →, ←
Alternatively, for some comedy mutators
Unlock Stealth Mutator
Press [R3], [R3], [O], [O], [R3], [R3], [O], [O]
Unlock Fatboy Mutator
[O], [O], [O], ↑, ↓, ↓, ↑, [O], [O], [O]

X

X SQUAD

Promotion
At the main menu, type in this combination and you'll hear a sound
Lieutenant: [L1], [L2], [L1], [L2]
Captain: [O], [R1], [O], [L1], [A], [L2]
Major: [L1], [R2], [R1], [A], [R1], [O], [L1]
Colonel: [A], [R2], [O], [R2], [A], [O]
General: [L1], [L1], [L2], [L2], [R1], [L1], [L2], [L2]
Master of X Squad:
[O] (x4), [A], [R2] (x4)

Z

ZONE OF THE ENDERS

Versus Mode
Complete the game on any difficulty to get a Versus mode with five orbital frames and most stages. Complete it a second, and you'll get the remaining two frames and stages. Get an 'A' rating for different music

Access All Areas gets a buff and polish every issue – we add the cheats that stretch that little bit more out of your titles. If you've got a game that you'd like to batter more out of get in touch at the usual address.

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

PSM2 CLINIC

#03: WHEELS

GET A GRIP...

If you want to get the most from the likes of *GT3* and *F12001*, you're going to need to get a steering wheel. Here's a guide to what to look for...

ANALOGUE CONTROL

Anyone familiar with DualShock 2's analogue buttons should know how this works. To recap, the controller responds directly to the force exerted on it. In *MGS2*, for example, a light nudge allows Snake to tiptoe, a full push makes him run. Hence, analogue wheels act like those in a real car – minus the force feedback.

Um, shouldn't I just stick with the joypad?

No, you're missing the point. A good analogue steering wheel offers a far more intuitive response and yields more satisfying results. After all, you'd rather play *Time Crisis 2* with a gun rather than a joypad, and the same maxim holds here.

DIGITAL CONTROL

Unlike analogue, digital wheels don't react to changes in pressure. The same goes for digital pedals. Directions are either on or off – nothing in between. Moving a digital wheel a touch to the right would exert the full turning circle – there's no option to turn more gently. Shallow bends would have to be taken by alternating the wheel between the on/off position – like tapping the D-pad. It isn't realistic, but some games work fine with the digital approach.

Call me an old duffer, but I prefer digital control...

Fine. A lot of people are used to 'tap-steering' themselves around bends using the D-pad – it's the legacy of older games such as *Ridge Racer*. Indeed, arcade-style games often benefit from the direct action of a digital pad. However, in the physics-heavy driving world of PS2, analogue is the new standard for best response.

FORCE FEEDBACK

Force feedback control offers unrivalled realism. Not only does the wheel act in an analogue fashion, it provides different degrees of resistance according

Got a technical query about PS2? Then you need the PSM2 Clinic's help. Get in touch at: PSM2 Clinic, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW. Floyd and Bubba-Joe thank you.

to the on-screen conditions. For example, it becomes harder to push the wheel when you're fighting against a tight bend. Similarly, the steering feels 'light' when you're skidding over grass. Force feedback – the clue's in the title.

How does it work?
The wheel contains motors and 'smart' detection chips, which gauge the on-screen action and provide accurate resistance. For example, when you get airborne in *GT3*, the motors release the tension making the steering 'light'. The motors are attached to the bolt of the wheel using a mini series of cogs and gears – a little 'give' is built in so you don't snap them on violent bends.

SAITEK RX400
Price: £39.99
Developer: Saitek
Analogue: Yes
Gear change: Paddle shift
Extras: D-pad replica
Compatible with: *GT3*, *Ridge Racer 5*, *Formula One 2001*

GTFORCE
GTFORCE
Price: £110 (with *GT3*)
Developer: Logitech
Analogue: Yes
Gear change: Paddle shift
Extras: USB connectable, Force Feedback
Compatible with: *GT3*

SPEEDSTER 2
Price: £49.99
Developer: Fanatec
Analogue: Yes
Gear change: Stick shift
Extras: Full DualShock 2 buttons, rubber grips,
Compatible with: *Ridge Racer 5*, *GT3*, *Formula One 2001*

ALTERNATIVELY...
Why not try a USB compatible wheel originally designed for PC games? We've tried out the Thrustmaster 'Ferrari' Force Feedback wheel, and it seemed pretty good. It is £90 though...
Price: £89.99
Developer: Thrustmaster
Analogue: Yes
Gear change: Paddle and stick shift.
Extras: USB, Twin gear paddles, advanced clamp system, D-pad.
Compatible with: *GT3*

THE BUDGET CHOICE
SAITEK RX400
Price: £39.99
Developer: Saitek
FLOYD SAYS: Cheap, and not that cheerful. The RX400 feels a bit tacky and offers a somewhat ghostly response. It took over ten minutes to clamp it to the table and the reach distance is miserly. Menu navigation with the D-pad's easy, while the pedals are perfectly functional. You'll never break your lap times, but it's not bad for the price.
BUBBA-JOE SAYS: Ah've just enough left to buy them fancy disposable pants for 'lil baby Joe. Is that OK?

THE VALUE CHOICE
SPEEDSTER 2
Price: £49.99
Developer: Fanatec
FLOYD SAYS: The official wheel of Sony's *Formula One 2001*. The shiny chrome highlights the impressive build quality – and the dual clamps are supplemented by vibration-damping rubber suckers. Menu navigation's a joy and the comforting rubber grip and springy resistance atone for the wooly feel on the gentler bends of *GT3*. The robust brake pedal offers sterner resistance than the accelerator – a nice touch. A snappy compromise choice for use with Sony's big two racers.
BUBBA-JOE SAYS: Look, Floyd, ah'm a pressing them buttons and the whole dang screen's a-moving.

THE PROFESSIONAL CHOICE
GTFORCE
Price: £110 (with *GT3*), separate price tbc
Developer: Logitech
FLOYD SAYS: The official wheel of *GT3* – pricey but with incredibly realistic response. The wheel bites hard when you wrestle with sharp bends, and rotates like an oiled drunkard as you skid over the grass. Even the pedals provide realistic Force Feedback resistance. Once mastered, you'll never return to the DualShock 2. If you can afford the outlay, you won't find a more satisfying driving experience on any console.
BUBBA-JOE SAYS: Floyd, ah'm scairt... my paws are shakin' like when Grampy Herb got cawt in ma bumper.

FLOYD EXPLAINS IT ALL

What separates a princely wheel from a dustbin lid? Floyd explains the best optional extras.

PEDAL SHIFTERS
Most controllers have little gear paddles tucked behind the wheel. Tap the left paddle to shift gears down, right to go up – a similar system to real-life F1 racing cars. You can keep both hands on the wheel while moving through the gears at lightning speed. Plastic paddles do feel a bit 'cheap', mind.

GEAR SHIFTERS
The little metal stick that can be tapped up or down to move through the gears. The principle's the same as pedal shifters, but you look a lot cooler punching away at a metal stick than clicking flimsy plastic. Keep one hand locked on the wheel, and the other jammed to the stick for that realistic poseur-round-town feel.

STANDARD BUTTONS
The best wheels offer replica D-pads and START buttons for easy menu navigation. The Speedster 2 offers exact replicas of the DualShock 2 controls, so you could – in theory – use it to play *Tekken Tag Tournament*. We don't advise it, mind. A really good wheel will let you navigate menus using the pedals, gear stick or D-pad – and feels completely intuitive.

TABLE CLAMPS
Most wheels offer sturdy screw-on clamps so you can fix them to surfaces of varying thickness – one to five centimetres is the standard range. The best wheels have rubber suction cups and grips to minimise rattle.

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"PSM2 MEETS NUMBER TWOS - THORNY ISSUES EXPLORED ON THE THRONE"

INVESTIGATOR: Daniel Dawkins

BATTLE READY?

Sony think PS2 is the future of videogaming, but are they doing enough to prevent others crashing the party?

Rivalry is a good thing. Blur had Oasis, Borg had McEnroe and the Roman Empire had... pretty much all of Europe. War, it seems, is the only way to book your place in history. Videogaming is no exception. If you think back to the so-called glory days of the Spectrum 48k, Commodore Amiga or Sega Mega Drive, all three had one thing in common – a powerful competitor. Who, for example, can think of Mario without mentioning Sonic? *Virtua Fighter* without *Tekken*? You're only as formidable as your competition, and by that reasoning, PS2 is finally set to go nuclear.

It seems that some gamers have been disappointed by Sony's ebony powerhouse. After ten months with relatively little opposition, PS2 has sold about 450,000 units in the UK, compared to the installed PSone user-base of 6.5 million, and – debatably – only boasts a handful of truly AAA titles. The thing is, people are losing perspective. Sony aren't going to slash the price of their console and release the best games until the market heats up. With Xbox a looming threat, and Gamecube sniping from the horizon, Sony are set to deliver one of the most startling gaming line-ups of all time. By Christmas, PS2 owners will have more options than Brad Pitt in a singles bar.

"XBOX MIGHT LOOK LIKE A BETAMAX VIDEO RECORDER, BUT IT'LL LAUNCH WITH A STAGGERING $500 MILLION MARKETING BUDGET"

RACE FOR THE PRIZE

The battle has already begun. On July 20th, *GT3* – the world's most anticipated driving game – was released in the UK. Two weeks later, Sony unveiled a *Gran Turismo* hardware bundle for £299. As we write, no sales figures were available, but given the game's million-selling success in Japan, and the fact that motor racing titles account for 30 percent of all UK game sales, there seems no reason to doubt its success. SCEE's Director of Software Marketing, Simon Rutter, was bullish about its significance: "Something like *GT3* will probably sell as many copies in the four weeks before Christmas as it will in the four weeks after launch."

Trade body ELSPA are less convinced about PS2's future. A recent report produced in association with media analysts Screen Digest suggested that Sony would not achieve as large a market share with PS2 as they did with PSone. The threat of Gamecube and Xbox were seen as significant to this prediction. The Financial Times went one step further with the headline 'Sony poised to lose battle'. The report sparked a bitter row. SCEE's Vice President of Sales and Marketing David Reeves claimed to be "completely baffled" by the projections. The fact remained: the competition was serious.

How serious? Deadly, if you believe Microsoft. "We are here to be market leader," asserts European Xbox head Sandy Duncan. "Second place is the first loser." Without being drawn to specifics, Duncan admitted that selling 100 million Xbox's within five years would be 'cool'. The firm have already agreed key deals with developers such as Sega and Tecmo to produce such intriguing titles as *Jet Grind Future*, *Panzer Dragoon Next* and *Dead or Alive 3*. These titles mightn't carry the clout of *Final Fantasy 10* or *MGS2*, but their hardcore appeal to is undeniable.

Xbox, it seems, will tackle PS2 directly on the quality of its games. Sandy Duncan controversially explains the logic: "If consoles were cars, PS2 would be a flashy stretch limo with a pool in the boot – a car that tries to add a lot of unrelated features but doesn't really succeed... Xbox would be an F1 car – the ultimate driving machine. It is dedicated to one thing only –fantastic games." Xbox may look like a plasticised betamax video recorder, but it'll launch with a staggering $500m marketing budget and some killer titles.

BAD FOR BUSINESS

Will Xbox be an instant hit? Not according to Ben Keen, director of Screen Digest: "Microsoft has virtually no experience at all in managing hardware manufacture – and certainly not on the scale that will be required to fulfil its market ambitions with Xbox. Bringing all the hardware elements together – leading-edge chips, DVD drive, hard-disk – is a daunting task, especially for a company with no consumer electronics manufacturing experience." Sony had enough problems with the launch of PS2, and their console experience is beyond question.

Sony guru Ken Kuturagi – the inventor of PlayStation – is uncharacteristically damning of Xbox's chances. "Microsoft was finished before it even got started," he blasted after their lacklustre E3 showing. "They have no games... Microsoft does not understand the entertainment business. The processing speed of their console is not fast enough and the graphics were rough." These concerns are echoed by independent media observers such as Nick Gibson, a games analyst with Durlacher. "Microsoft is not a consumer-focused brand – it's a business brand. There could be negative connotations."

Perhaps Nintendo's Gamecube is a bigger threat to Sony's market leadership. Their E3

"WELCOME BACK TO THE THIRD PLACE"

How will Sony respond to Microsoft's claim that 'Xbox has all the power of a nuclear reactor with all the fun of a rave inside'? Simple. By taking us *back* to The Third Place. Apparently, the new adverts from leading agency TBWA will feature, among other things, a wolfman riding a rocket to the moon. Thankfully, the majority of the ads will focus on the quality of the games – akin to the recent *GT3* print campaign. Don't bother looking out for the new campaign, when Sony want you to know, you'll do well to avoid it.

PS2 VS PSONE: A SUCCESS STORY?

[illegible] 27th 1995:
UK PSone launch at £299.99
PSone Sales after 12 months
140,951 units
Current UK PSone numbers
6,356,096 units
November 24th 2000:
UK PS2 launch at £299.99
PS2 Sales after three months
241,327 units
PS2 Sales after 12 months
414,221 units

showing was strong, with killer titles such as *Rogue Squadron 2* and *Pikmin* on display. The machine will launch for $199 in the USA this November – currently $100 cheaper than the PS2. Their focus on quality games is telling, but that approach did little to save the N64 – which was completely outsold by PSone. Nick Gibson confirms: "It sounds like Nintendo are struggling to differentiate themselves from Sony and Microsoft – it's not a particularly valid point to say that they are more games-focused than anyone else. PlayStation and Xbox haven't really marketed any of their non-gaming capabilities yet."

You see, for all the rumblings about 40GB Hard Drives and Ethernet Adaptors, Sony will push games above all else. *MGS2*, *GT3*, *Devil May Cry*, *Tony Hawk's Pro Skater 3* and *Airblade* are just a selection of the killer PS2 titles due before Christmas – who can honestly claim to not be excited about that? Stripped of two or three big names, Xbox and Gamecube just don't have the ammunition to compete. Sony's Head of UK PR David Wilson lays Sony's domination plan brutally clear: "To keep producing bigger and better games, and to bring as many new people into the fold as possible."

The bizarre 'Third Place' adverts, did little for PS2's public perception, but the message will be a lot clearer this Christmas. David Wilson revealed that Sony's new campaign will stress that PS2 has the best games. An advertising blitz across cinema, television, print and the Internet will hammer home the point, Sony have already spent £1million pushing *GT3* to the general public, sponsoring events like Le Mans and the British Grand Prix. The accompanying print ads feature stunning pictures of real-life performance cars with the tag line "Until you experience the quality of the graphics in *GT3*, this pathetic photograph will have to do". Expect this focus on PS2's graphical quality to continue.

PRESSURE DROP

Although Sony remain tight-lipped, the prospect of further price cuts are high. David Wilson would only offer a portentous 'maybe' when asked if there were plans for new retail bundles. Media analyst Nick Gibson's more confident of a price drop: "Sony need to get their installed base of PS2s as high as possible before Xbox and Gamecube launch. I'm not sure when a drop to £199 will take place but this price represents (along with £149 and £99) a key psychological barrier determining purchasing decisions." He did add, however, that Sony wouldn't be pushed into slashing prices. "The decision to drop the price will not just be based on competitive factors but also manufacturing costs and exchange rate movements."

The bottom line is that by Christmas, new gamers and unconvinced PSone owners will want a PS2. The games will be too good to resist. The advertising too prevailing to ignore. The Japanese can already buy PS2's bundled with The Matrix and The Perfect Storm for £199, and we can expect similar deals in the UK. How does £249.99 for a *Devil May Cry* bundle sound to you? The price might even drop to £199.99 before the March 2002 launch of Xbox. Sony are playing their cards close to their chest, but SCEE's David Wilson has some cryptic last words... "Having healthy competition is the best way to keep everyone on their toes, to drive us all to be better and that includes making better games. Consumers can only benefit from that. At the moment our competitors are the people with everything to prove." PS2 doesn't need *Army Men*, it needs a war. **PSM2**

"BY CHRISTMAS, NEW GAMERS AND UNCONVINCED PSONE OWNERS WILL WANT A PS2. THE GAMES WILL BE TOO GOOD TO RESIST"

ONLY THE STRONG WILL SURVIVE

Can all three consoles survive side by side? Media analyst Nick Gibson isn't so sure: "Historically no. I believe all three will achieve over 10-15m unit hardware sales which represents a large enough platform to sustain a profitable software business, but whether all three will enter the next console cycle (i.e. 2004/5 onwards) is doubtful."

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

The industry's key players spill their thoughts on Sony's Christmas plans and the console war contenders.

"I think Sony will drop PS2 to £199 by Christmas – they'll fly off the shelves at that price. The lead might be too big for the other consoles to catch up. Some people have complained about Sony, but to be honest they've been a massive plus point over the last four or five years. If pressed, I'd say Gamecube looks like a bigger threat than Xbox."

[redacted]

"We will, in effect, only lose one Christmas... and we can certainly claw back the momentum of Christmas 2001 from Sony – we won't lose anything."

[redacted]

"What we want to do with Gamecube is provide the best gaming experience, and we are unlike others in the market in that respect. PS2 and Xbox are virtually classified as PCs."

[redacted]

"Look at my PC – look at how much shit is hanging off the back of it. That's a PlayStation 2 over there, and it's a very different device."

[redacted]

"People buy a PS2 to play games – so you have to push titles like *Devil May Cry* and stop trying to push the console itself. Those 'Third Place' ads were a big mistake. With more games advertising and maybe a bit less arrogance, Sony could well hang onto their market position in the face of great products from Nintendo and Microsoft."

[redacted]

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A FRANTIC BURST OF FUTURE PS2

トクセンジョウホウ

プレビュー

EXPECTED UK SEPTEMBER 07

VICTORIOUS BOXERS

Boxing's a sport that's already well represented on PS2, with both Midway and EA producing games to satisfy those in the arcade fans' corner and those that'd rather get stuck into a chunky sim. But there are others coming... Expect to be playing Codemasters' Tyson vehicle next year and this cracking Japanese gem altogether sooner...

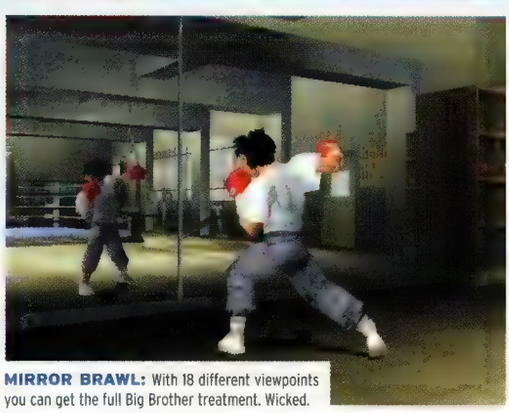
The idea: Falling somewhere between *Ready 2 Rumble* and *Knockout Kings*, Empire's Anime-tinged boxing game fuses the noble sport with a character-building story mode. It's already been well received in Japan (as *Hajime no Ippo: Victorious Boxers*), with its unique combat system highlighted as one of the reasons the game is a truer representation of the sport more than any other. It's a little slow-paced at times, but when one of your haymakers connects, the opponent really hits the canvas achingly hard.

Best Features: With 44 characters from four different weight divisions, there's plenty to sink your chipped teeth into. There's a lack of on-screen health meters, which feels a little odd to start with – instead, the characters' reactions indicate how much damage they're inflicting or receiving. Other highlights include ten different venues and an analogue control system where a gentle nudge with the left Analogue stick makes your boxer bob and weave, with firmer presses resulting in more dramatic attacks and actions.

Bottom Line: Refreshingly different.

ANTICIPATION ★★★★

ROCKY PATH: You might not recognise the boxers, but the control system and story sucks you in.



MIRROR BRAWL: With 18 different viewpoints you can get the full Big Brother treatment. Wicked.

VICTORIOUS BOXERS

"REFRESHINGLY DIFFERENT"

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK NOVEMBER

WORLD RALLY CHAMPIONSHIP

Any rally game that's going to make an impression in the PSM2 office has to *at least* match the sublime fishtailing thrills of *GT3's* rally stages. If a title can combine that game's uncomplicated handling with more realistic rally elements, it'll be a winner. Codemasters' PS2 version of *Colin McRae* will be here next Autumn, but Sony themselves are getting in first with *WRC*...

The idea: The development team approached this game with a blank sheet of paper, intent on filling it with features that would capture the true spirit of rallying. The result speaks for itself – this is a game for pros.

Best Features: Includes all the locations of the real-world WRC event, with 14 rally meetings around the world, more than 70 stages and five head-to-head challenges. Digimask technology's been used to ensure all the drivers' mugs end up in the game, and Evolution are incorporating progressive mud, dirt and dust damage to the cars, as well as full body deformation. Watch out for the impressive replay feature too.

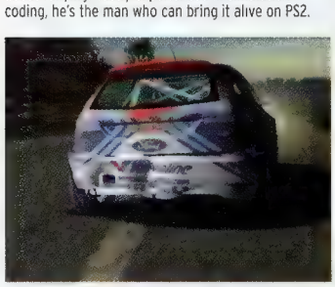
Bottom Line: It has to be said that our anticipation for this title has dwindled a little since testing the unforgivingly tough version shown at E3 – we'll update you when we've played the Beta code...

ANTICIPATION ★★★

"IT'S DIRTY, IT'S MESSY, AND IT'S DANGEROUS. UP TO THIS POINT, WE DON'T FEEL ANYONE HAS PROPERLY EMULATED THIS"

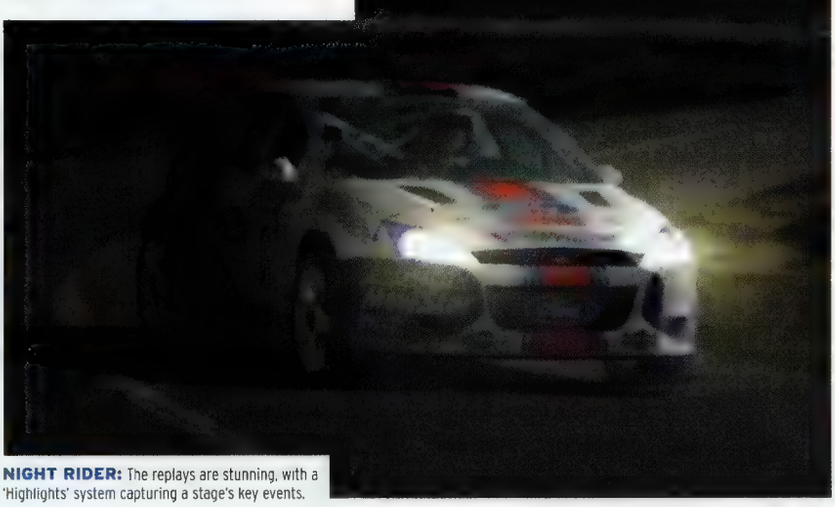
MARTIN KENWRIGHT EVOLUTION

The MD of *WRC's* development house is passionate about rallying. Vastly experienced in simulation coding, he's the man who can bring it alive on PS2.



DENT LEAVE ME THIS WAY: Here's an example of the body deformation you can expect.

ROAD MAPPED: Satellite-based terrain data ensures the courses reflect real-world environments.



NIGHT RIDER: The replays are stunning, with a 'Highlights' system capturing a stage's key events.

EXPECTED UK WINTER

EVE OF EXTINCTION

The idea: Developed by YUKE'S, creators of the *WWF Smackdown!* series, it's a 3D action adventure with the emphasis on combat. You're Josh Calloway, whose girlfriend's soul has been trapped in a deadly weapon. Intrigued, no?

Best Features: The gameplay focuses on your weapon, known as The Legacy. By defeating enemies and collecting power crystals you can transform The Legacy into different weapons. One minute it's an axe, the next a whip – each with a 'special' (eg. time-stop or anti-gravity).

Bottom Line: A tantalising plot and explosive combat sequences? Don't mind if we do...

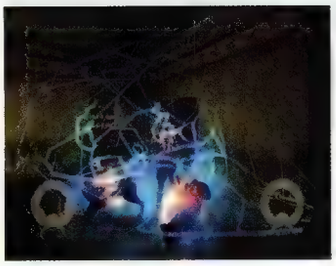
ANTICIPATION ★★★★

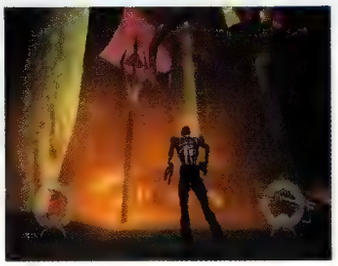
EXPECTED UK WINTER

WAVE RIDERS

The idea: The name and screenshot give it away, really. What makes this stand out from the crowd is the fact that Eidos have hooked up with Kawasaki, enabling the development team (based in Tokyo) to use official Jet Ski watercraft in the game. All the usual play modes are in here – Arcade, Championship, Freestyle and two-player Head-to-Head – no great surprises really. Let's hope it plays as beautifully as it looks.
Best Features: Japanese developers Opus Corporation are using their 'GZWave' engine to help create those all-important realistic water physics and generate authentic waves. Expect to performing freestyle tricks off breakers in Florida, Norway, Venice and more...
Bottom Line: There's a tidal wave of water-based racers heading for PS2 – because of its official licence and technology, this stands out as one of the most promising.
ANTICIPATION ★★★★

GLOW ME: At sunset, wraiths enter the blue mask on Mike's chest, turning him into Shadow Man.





TWIN, LOSE OR DRAW: Shadow Man's ambidextrous (handy against these huge Abbadrim).

EXPECTED UK NOVEMBER

SHADOW MAN 2

Or, as it should be called, *Shadow Man: 2econd Coming*. The sequel and its predecessor follow the twisted, vengeful journey of Michael LeRoi (pronounced 'Lerr-wah'). His entire family were murdered, and, seeking revenge, he became the servant of New Orleans voodoo priestess Nettie, who gave him the power to cheat death and become the Shadow Man.
The idea: In this new PS2-only game, Shadow Man teams up with an ex-NYOD cop to fight the Grigori, a race of demons that want our world...
Best Features: Seven play areas (with a more linear gaming structure), real-time day to night transitions and... Sean Pertwee's voice. Yes, *Pertwee*.
Bottom Line: It's about time we had some sick violence on PS2.
ANTICIPATION ★★★★

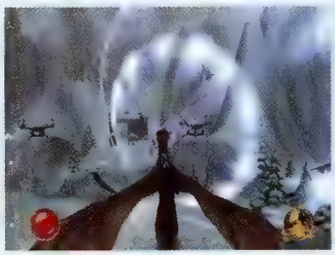
"THE ANIMATION SYSTEM'S BEEN DESIGNED WITH HAND-TO-HAND COMBAT IN MIND – THE SEQUEL'S BIG GAMEPLAY INNOVATION"

JOHN FLYNN ACCLAIM TEESIDE
The head of *Shadow Man's* development studio tells PSM2 why *2econd Coming's* scraps will hurt.

EXPECTED UK NOVEMBER

JURASSIC PARK: SURVIVAL

The idea: You've seen the film, right? Well forget it – this doesn't follow its plot at all. You play David Espinoza, a research scientist who's marooned on 'the island' after his team's chopper gets shot down by a *baaad* corporation out to steal some Dino DNA.
Best Features: A variety of environments to work your way through, including jungle, canyon, worker village and security camp. You'll have to rescue your other team members, fight dinosaurs and defeat the terrorists. And drive an ATV.
Bottom Line: The PR activity for this title's been relatively low key – never a good sign. Still, we're quite excited.
ANTICIPATION ★★★



EXPECTED UK WINTER

DRAKAN

The idea: Billed as 'much more than a sequel' to *Drakan: Order of the Flame on PC*, this action adventure with RPG ingredients puts you in control of Rynn, a girl with a dragon. *Mmm...*

She's on a mission to free a sacred Spirit Dragon, who's going to save the world from the evil rule of the Desert Lords. Or some such guff.
Best Features: After a battle you can choose which of Rynn's skills you'd like to enhance – fighter, archer or mage. There's also a practical economic system up and running, so you can buy items you need and sell off those you don't.
Bottom Line: It's probably, *probably*, not going to set our world alight.
ANTICIPATION ★★

EXPECTED UK DECEMBER

DAVE MIRRA FREESTYLE BMX 2

The idea: It's BMX, innit? Acclaim's sequel to their PSone extreme sports title plays exactly like its predecessor, albeit faster with tweaked handling.
Best Features: Eight massive brand new levels which mix fantasy themes with real-world settings (Trainyard lets you grind off moving trains, whereas Devils' Peak tempts you with huge dinosaur skeletons), a new Skeletal Inverse Kinematics (SIK) system which plots the transitions between the motion-captured animations, giving a smoother look to trick combos, plus a blinding arena creation mode.
Bottom Line: Shaping up well.
ANTICIPATION ★★★★

EXPECTED UK WINTER

RUBU TRIBE

The idea: You're a Rubu tribe leader called Mutu and it's down to you to manage your village and decide how and when to attack opposing forces and other creatures. You'll need to convince other tribe members that you're the best choice.
Best Features: Your village is built on the back of a massive creature known as an Uut – this allows you to travel to different locations. You'll need to ration resources, battle creatures and try and discover new technologies.
Bottom Line: At last, something a little different – it's not an FPS, beat-em-up, driving game or title that wants you to be 'stealthy'.
ANTICIPATION ★★★

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK NOVEMBER

JAK AND DAXTER

From the concept glands of the guys behind Crash spews forth two new 'cute' beings. And they want you to enter their world...

The idea: You can probably get a rough idea from the shots here. We revealed the game in PSM2# 11 and to recap for those who might've missed it, it's an action adventure game which fattens up its action-platform skeleton with mini-games, racing sequences and plenty of exploration. You control Jak (blonde spikes) who's on a quest to find a great sage, Gol Acheron – it's thought he understands the Eco energy forces that control the land, and which could be used to return your meerkat shoulder mate (Daxter) back into human form.

Best Features: First, some numbers: 15 levels – there are five villages/hubs with three levels and two boss arenas. Each level challenges you to complete seven tasks. So it's big. And moving around the world's a joy.

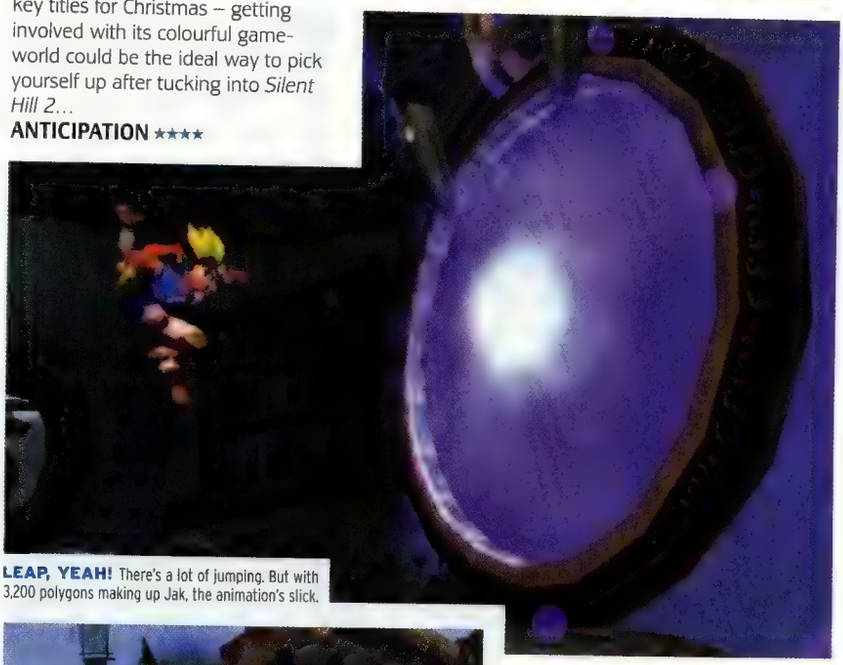
Bottom Line: This is one of Sony's key titles for Christmas – getting involved with its colourful game-world could be the ideal way to pick yourself up after tucking into *Silent Hill 2*...

ANTICIPATION ★★★★

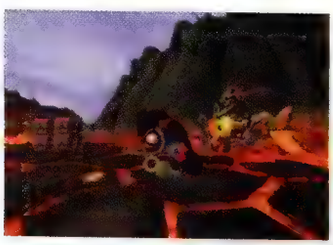
"WITH PS2 WE'RE USING AN AMOUNT OF POLYGONS WHICH IS 100 TIMES (MINIMUM) WHAT WE COULD USE ON PSONE"

JASON RUBIN NAUGHTY DOG
The co-president of Jak and Daxter's development studio bigs up the power of PS2.

SORDID SNAKE: Hit ⓐ and Jak'll punch or shoot yellow Eco. The snakes are easy to deal with.



LEAP, YEAH! There's a lot of jumping. But with 3,200 polygons making up Jak, the animation's slick.



HOVER GOOD DAY: Here's the duo riding their A-Grav Zoomer - fishtail turns should be a breeze on it.

STASH HANDY COOP: These critters give chase if they spot you - which's why J&D are hiding.

SMASH BROS: A game without crates - it's chests in *J&D*. The levels we've played are packed with 'em.

LENS FLARE: The camera doesn't often get confused - if it gets stuck, swivel it with R3.

TONGUE FRIED: The game-world takes in various landscapes. The swamp's packed with danger.

CHAT DEELEY: You'll have to speak to many of the villagers you meet in order to complete the tasks.

EXPECTED UK NOVEMBER

CRASH BANDICOOT

The idea: You know the score by now. This time Neo Cortex 'has had enough', hence the sub-title *The Wrath of Cortex*. Um, are you worried? Thought not. OK, the plot centres around Cortex creating a genetically altered super-creature to defeat the orange one. He's stolen some ancient crystals, the thievery of which awaken elemental gods who unleash their anger on Earth. Or something. Time to start jumping...

Best Features: Over 30 levels (Volcanic Island, Japanese Village, Jungles of Africa...), a multi-player mini-game set over ten different areas, the chance to get involved with new vehicles (Jeep, Glider, Atlas Sphere, Mini-Scooter, Heli-Pak and even a Crash Mech), plus the opportunity to play as Coco for the first time.

Bottom Line: One for the rug-chewers only, but that's the way it's always been.

ANTICIPATION ★★

EXPECTED UK NOVEMBER

JAMES BOND 007...

The idea: With the ludicrously lengthiest name in history (maybe), *James Bond 007 in... Agent Under Fire* is actually a bit of a ringer – two games in one. With FPS elements from the now defunct *The World is Not Enough* and driving bits from an unamed PS2 Bond racer, *Agent Under Fire* sees you trying to stop the megalomanical Malprave trying to take over the world with his, er, cloning machine.

Best Features: All you expect from a Bond game – M, R, fast cars, cool watches, smart gadgets, a four-player Deathmatch...

Bottom Line: Not sure about this one – feels a little disjointed to us.

ANTICIPATION ★★★

TATE IT OR LEAVE IT: Will Jen ever walk away from a fight with claws as sharp as those?

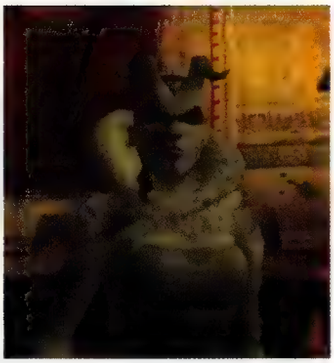
OOH, ME BACK... The transformation from bubbly Jen to horny she-beast looks painful.

EXPECTED UK 2002

PRIMAL

From the team that brought you *Medieval* and *C-12* on PSone comes this dark tale of a woman and her gargoyle...

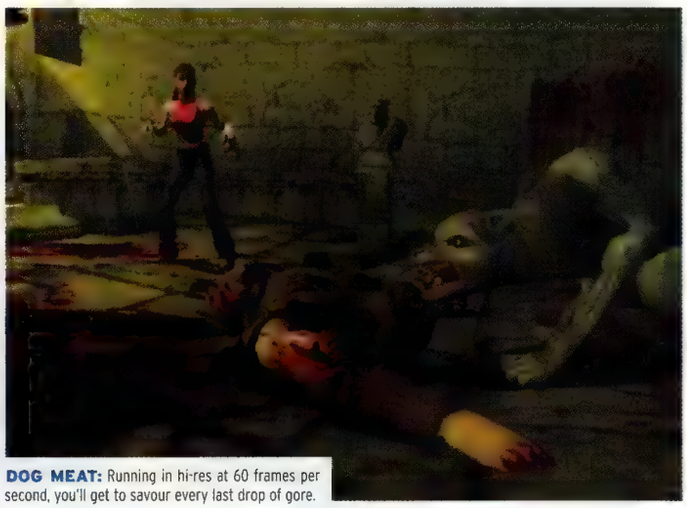
The idea: You are Jennifer Tate, a purty young thing who's been sucked into the chaotic world of Primal, a place built from four diverse realms which occupies the space between the mortal world and the afterlife. As you'd expect, things aren't going swimmingly there – Chaos has fallen out with Order and the dark demons are growing in strength. It's your job to restore the balance, helped along the way by Scree, a small gargoyle.



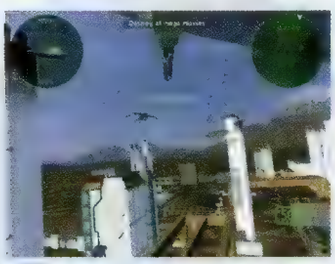
Best Features: Jennifer has the ability to metamorphosise into a demon, plus you can also play as Scree.
Bottom Line: Yes, it is a bit brown, but its dark themes please us.
ANTICIPATION ★★★★

"THEY'VE MANAGED TO ACHIEVE A LEVEL OF GRAPHICAL RICHNESS AND DEPTH OF GAMEPLAY THAT FEW GAMES WILL BE ABLE TO MATCH"

CHRIS DEERING SONY
The President of SCEE starts to build the hype around Studio Cambridge's ambitious new project. That's some big talk – could even *Metal Gear Solid 2* respond to such promises?



DOG MEAT: Running in hi-res at 60 frames per second, you'll get to savour every last drop of gore.



EXPECTED UK
NOVEMBER

DROPSHIP

The idea: A military air strike game set in the future, *Dropship's* one of those games which has all the potential to be a sleeper hit. Most of the action takes place in the air, as you pilot a hulking great dropship around, lowering troops into battle and carrying out air-to-land and air-to-air assault yourself.
Best Features: You get to control tanks, armoured cars and fighters, detailed mission structure and a playing environment that's around 40x40 kilometres wide. Should blend strategy and action pretty effectively, we hope.
Bottom Line: It handles well, looks pretty good (if a little empty at times) and, if pulled off, should satisfy a wide range of gaming tastes.
ANTICIPATION ★★★

EXPECTED UK
OCTOBER

SIMPSONS ROAD RAGE

The idea: Basically it's *Crazy Taxi* with The Simpsons. Mr Burns has bought the Springfield Transit Co and it's up to the yeller-skinned citizens of Springfield to make enough money 'on the streets' to buy it back. Cue lots of mental driving and Simpson one-liners.
Best Features: More than 25 Simpsons characters, five Springfield neighbourhoods, 40-60 passenger deliveries (plus seven bonus ones), a simple arcade-style three button control system and a two-player split screen mode. The graphics are fantastic, with 'Radical Toon Renderer' technology giving a cell-shaded look.
Bottom Line: Woo-hoo!
ANTICIPATION ★★★★★

EXPECTED UK
AUGUST

PARIS-DAKAR

The idea: The Paris-Dakar rally is a 6,500-mile 17-day slogathon where 350 drivers race 4x4s, bikes, rally cars and the like over a variety of terrain and against some extreme conditions. It's not your average dash over tarmac to the finishing line race. This is the first time it's been used as the basis for a game, although it doesn't follow any particular route or year.
Best Features: A broad range of 24 licensed vehicles (buggies, bikes, quads etc), which can take damage (cracked windscreens, knackered engines...). Look forward to 12 stages, multiple routes, full 16:9 widescreen and Dolby-mixed music and effects.
Bottom Line: A bizarre basis for a racing game, don't you think?
ANTICIPATION ★★

EXPECTED UK
AUTUMN

THIS IS FOOTBALL 2002

The idea: Sony are confident that it'll be 'the game that promises to deliver the most realistic and enjoyable footballing experience on PlayStation 2'. We'll reserve judgement on that.
Best Features: Visually, the game looks promising – more than 250 players are instantly recognisable (see Mr Beckham, above), and the FIFPro licence means that real player names will be included. Watch out for the crowds as well – they'll set of flares, throw ticker tape or hold their heads in their hands, depending on the action that's happening.
Bottom Line: It'll have some tough competition against both Konami and EA's powerhouse football titles.
ANTICIPATION ★★★

NEXT ISSUE

WE'LL UPDATE YOU ON THESE GAMES WITH:

- Brand new exclusive info and a barrel-load of new shots for *Jak and Daxter*. We'll be visiting Naughty Dog and getting the inside story.
- A full review of the English version of *Victorious Boxers*.
- Our reliable PSM2 verdict of *Dave Mirra Freestyle BMX 2*.
- A massive *Shadow Man* hands-on report.
- Loads more...

TAT BONANZA #2

Peripheral shovel in hand, we load up another hopper with office clutter and give you the chance to win something for the price of a stamp.

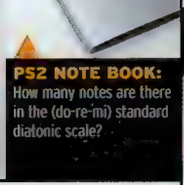
SAITEK RX 400 STEERING WHEEL: In which country would you find the Monza racing circuit?

GAMESTER DUAL FORCE 2 CONTROL PAD: Where did Apollo 11 launch from for the moon landing in 1969?

THE GETAWAY POSTERS: Which team are currently developing The Getaway game for Sony?

ROCKSTAR BADGE COLLECTION: The '80s hit Rock Me Amadeus was sung by a) Falco b) Milco c) Bilko

PS2 SHOULDER BAG: If you heard the lyric No diggity/I got to bag it up, which group would you be listening to?



PS2 NOTE BOOK: How many notes are there in the (do-re-mi) standard diatonic scale?

RED FACTION KEY FOB: Who was the former newt-loving leader of the GLC who's now Mayor of London?

LOGIC 3 GAMESSTATION 2: In which UK city would you find Temple Meads train station?

LARA CROFT PEWTER FIGURE: In which year did Lara Croft first arrive on PSone?

PARIS-DAKAR RALLY BAG: How long does the Paris Dakar rally run for? Is it a) one week b) two weeks or c) three weeks?

FIVE PS2 GAMES: Who wrote the Famous Five books?

RING OF RED T-SHIRT: Which wild man of country music sang about a Ring of Fire? a) Garth Brooks b) Adge Cutler c) Johnny Cash

SEND US THE ANSWER TO THE PRIZE-QUESTION OF YOUR CHOICE (ON A POSTCARD)... ADDRESS: PSM2 TAT BONANZA #2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH, BA1 2BW, OR E-MAIL: PSM2@FUTURENET.CO.UK USUAL RULES APPLY. CLOSING DATE 14/09/01. EDITOR'S DECISION IS FINAL.

COBRA MEMORY CARD HOLDER: Where would you be likely to encounter a spitting cobra? A) Iceland b) Africa c) Ireland

DON'T MISS THIS!

"HEAVEN IS A HALF-PIPE"

PLUS! WE G
BEHIND TH
SCENES AT EA
EXCLUSIVE COVERAGE O
NEW SSX, NEW FIFA 200
NEW SLED STORM, NE
MADDEN *AND* NEW MEDA
OF HONOR!

HANDSTAND DOUBLE FLIP

2130

WORLD EXCLUSIVE!

TONY HAWK'S PRO SKATER 3

PSM2 is the first magazine to play Neversoft's extreme PS2 game to death. PLUS we find out exactly what's planned for those incredible on-line features.

REVEALED! THE TRUTH ABOUT...

FINAL FANTASY 10

Japan's going barmy for it, the CG work is outstanding, but what's it like to play? Get our verdict on Square's epic.

HALF-LIFE

One of the most successful PC games ever arrives on PS2 and we're first in line for a taste of the action.

PLUS ALL THESE...

Burn Out – Acclaim players chicken with *GT3*, *Spy Hunter*, *Devil May Cry*, *Ape Escape 2*, *Crash Bandicoot*, **LOADS MORE...**

NEXT DVD, SEE THESE IN ACTION!

- Final Fantasy 10 – in-depth
- Tony Hawk's Pro Skater 3
- Dave Mirra Freestyle BMX
- Herdy Gerdy
- Devil May Cry
- Jak and Daxter
- ICO
- Top Gun
- Freak Out
- Lotus Challenge
- Time Crisis 2
- Victorious Boxers
- Thunderhawk
- Splashdown

All these plus more – all in crystal clear DVD quality!

Due to game slippage, magazine contents subject to change

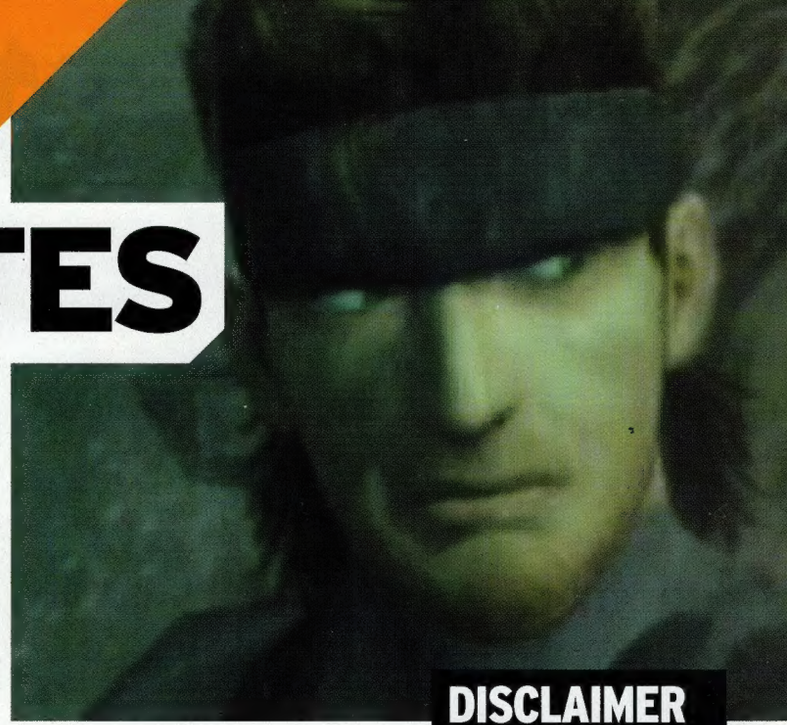
ALL IN THE NEXT ISSUE!

PSM2 #14 ON SALE FRIDAY 7 SEPTEMBER

REALITY BITES

What would *you* do if Snake called you up out of the blue? Hmmm?

BY: Rufus McGrew



Videogames – better than life? You betcha. Long gone are the days when escapism was merely a hoop and a stick or pretending to be Jenny Powell. These days we have state-of-the-art games consoles and some truly inspired software to warp us away from our humdrum, sorry existences and into an altogether more exciting universe.

The power of PS2 undoubtedly brings the gaming experience closer to life and what unfolds before our eyes is believable... to an extent. But PSM2 decided to conduct a little experiment to find out just how believable games can be – if you aren't actually playing them.

"WE CAREFULLY SELECTED A NUMBER OF ORGANISATIONS TO BOMBARD VIA TELEPHONE"

It sounds absurd, but we compiled a choice selection of dialogue from *Metal Gear Solid 2: Sons Of Liberty* onto easily accessible computer sound files and carefully selected a number of organisations to bombard via telephone. Success was gauged on making the respective reps believe that our call was from a genuine person (in this case, Solid Snake) by how long we could keep them nattering on the phone.

The collection of sound files we used were taken from the playable *MGS2* demo given away with *Z.O.E* and from the new trailer that was originally showcased at the E3 show back in May. To expand the dialogue, we also took additional samples from other *MGS* characters. Let the madness commence.

HIT #1: 'PHONE ENQUIRY SERVICE

Enquiries: Hello, D******** E********. What name please?
Snake: Ocelot!
E: Pardon?
Snake: Ocelot!
E: Sorry, could you repeat that, sir?
Snake: Ocelot!
E: Which area, please?

"SNAKE. YOU'RE ON YOUR PHONE" The *MGS* mullet boy inadvertently confuses some random phone operators.

Snake: ...
E: Hello... *(hangs up).*

Success rating: 1/10
A truly dismal start, just 32 seconds on the clock. We didn't even get far enough to get an address in. Better get used to this sound file thing pretty quickly, otherwise this could turn out to be as much fun as bunting.

HIT #2: PIZZA CHAIN

Pizza: Hello, P**** H**, Dom speaking – how may I help you?
Snake: Who are you?
P: Er, Dom. Who are you, sir?
Snake: Solid Snake.
P: *(Obviously having a laugh with his obscure Escape From New York film reference)* Snake? I heard you were dead! Heh heh... heh...
Snake: *(Not believing our luck on actually managing to use the following snippet)* I won't die. There are too many things I still need to do. We're not tools of the government or anyone else.
P: Erm, did you want to order some food or make a reservation?
Snake: It's an undeniable fact that there is a force at work in our government and within the military seeking to control national affairs for its own interests.
P: Yer... OK. Erm, sir, if you don't want anything then I'm afraid I'm going to have to hang up, mmmkay?
Snake: You're not in the military any more.
P: Huh?
Snake: Kill me, please!
P: ... *(hangs up)*

Success rating: 4/10
Not bad, we managed to keep poor Dom on the line for a minute – it would've probably been longer, but what with Snake's voice changing to the female tones of Fortune at the end, we suspect he eventually smelled a rat.

HIT #3: BABYCARE DIRECT SERVICE

Babycare: Hello, M********** D*****, how my I help you?
Snake: Everything going OK?
B: M********** D*****, how may...
Snake: Sorry, but you're going to have to deal with it.
B: How may I help you, sir?
Snake: I can't say I miss the chattering nanny.
B: Nanny? We don't... nanny? Is there anything we can help you with? Do you want to order anything from the M********** range, sir?
Snake: Russians!
B: Er...
Snake: Mei Ling's not so bad.
B: This is M********** D*****...
Snake: This reminds me of when we first met.
B: ... *(hangs up)*
Snake: I'll be in touch.

Success rating: 3/10
A respectable one minute and 27 seconds. Our limited arsenal of one-liners was obviously no match for the clued-up telesales exec. But now it's surely time to play the joker...

HIT #4: A RANDOM ADULT SEX-CHAT LINE

Sex Line: *(a husky-voiced woman answers the phone and purrs)* Good afternoon, Cindy speaking. What's your pleasure? Hmmm?
Snake: Liquid?
SL: Mmmm, liquid's good. I like to... *(degenerates into unprintable and comically bored routine.)*
Snake: Fighting was the only thing I was good at.
SL: Mmmm, not the only thing, I bet...
Snake: Who are you?
SL: I'm the girl of your dreams...
Snake: Ocelot!
SL: Mmmm, I love it when you talk dirty...
(At this point we get the distinct impression that this women clearly doesn't care if the caller is real or not.)
Snake: Need I remind you that you are carrying my Grandchild?
SL: ...
Snake: Toss it!
SL: Ooh, baby!
Snake: Hold that position
SL: I'll hold any position you want, honey...
Snake: So no need to worry about alerting the enemy with the noise.
SL: I get very noisy when I'm worked up. Is that good?
Snake: Not unless I wet my pants!
SL: I'll do anything you want...
Snake: Raise me if anything happens.
(we hang up)

Success rating: 9/10
Four minutes of talktime recorded. It probably could've been hours as, frankly, the employee on the other end could've been rewiring a toaster for all we knew. **PSM2**

DISCLAIMER

Remember, making 'crank' phone calls is illegal and could have severe repercussions. So, to avoid being branded as a filthy stalker, getting banged up and, possibly, forced to 'change the ribbon' on Jeffrey Archer's 'typewriter', we advise you to avoid it.

CONCLUSION

The result of our phone research draws us to conclude that stripping the gameplay and visuals away from games makes them as about as convincing in the real world as William Shatner's syrup. Let's face it, voice-overs in games are always the weakest link and only some mind-numbingly bored housewife on a sleaze line was happy to overlook the fact that Snake clearly isn't a real person. It looks like the games/reality crossover is still some way off then.

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VIKING WARLORD

One unstoppable viking on the road to Valhalla. Armed with all the skull-cracking, body chopping weaponry he can carry.

Before camouflage, warriors didn't hide.

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